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METAL GEAR ACID

OFFICIAL STRATEGY GUIDE

BY MICHAEL LUMMIS

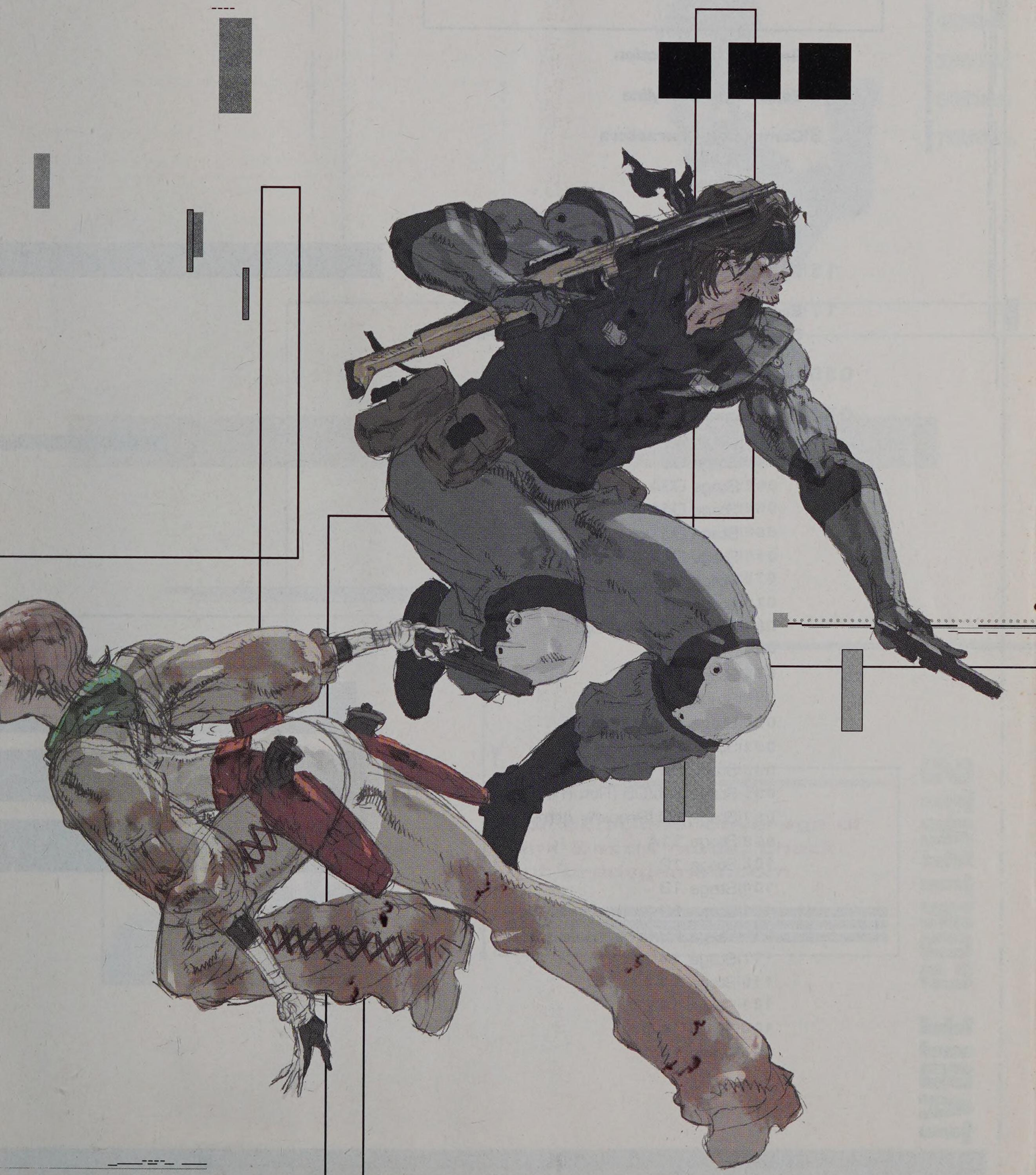
This game has received the following rating from the ESRB:

MATURE M CONTENT RATED BY ESRB

Animated Violence
Animated Blood and Gore

COVERS PSP™
HANDHELD ENTERTAINMENT SYSTEM

METAL GEAR ACID™



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For additional coverage of Link Battle mode, check out bradygames.com

BRIEFING

For the first time, the action and intrigue of *Metal Gear* enters the realm of turn-based strategy through a card system. For those who wonder how this changes the dynamics of the game, have no fear that the difficulty and thrill of careful planning and stealth are quite intact. Indeed, *Metal Gear Acid* requires just as keen a mind as its predecessors.

Enemies in *Metal Gear Acid* are smarter than ever, work in groups, and make every alert count. Mastery of the subtle art of infiltration is more demanding than ever, and little mistakes add up quickly during missions that require great precision.

Those who want to understand the inner workings of this new system have come to the right place. The following chapters cover a brief outline of the story's characters and enemies, a full listing of game mechanics, advanced gameplay tips, the complete manual of cards to collect (with statistics), and a walkthrough of the game's fourteen missions. Get ready to read up and move out!

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ESPIONAGE

At this time, everything that is known about the unfolding "incident" is ready to be explained to you. The clearances are taken care of, and we are ready to begin.

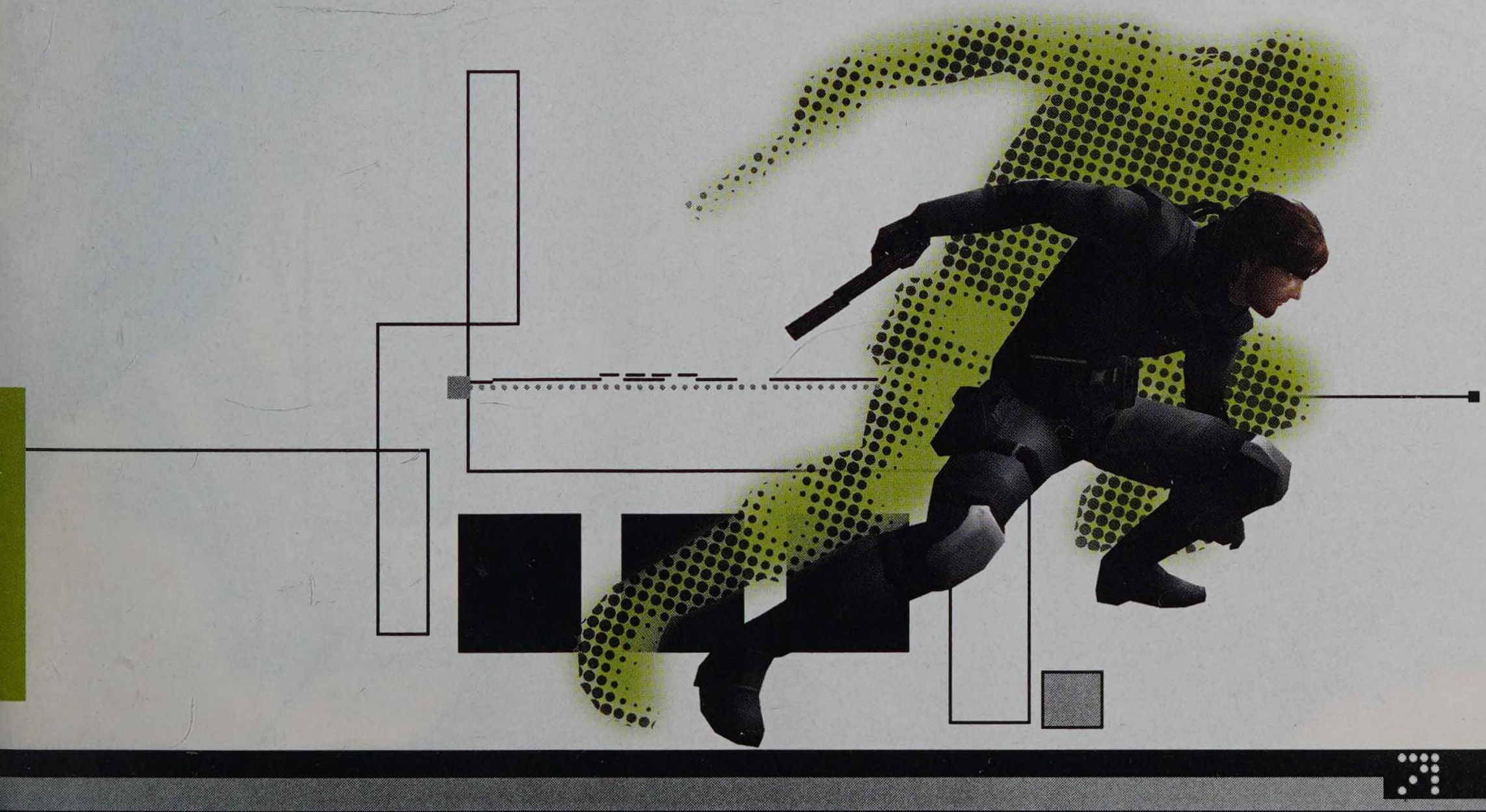
The situation is a very difficult one, or else you wouldn't be here. Just hours ago, a plane was taken over with the use of a powerful gas. Onboard was a prominent Senator, and the hijackers, such as they are, have demanded that something known as Pythagoras be given to them. The biggest problem of this mess is that almost no one admits to knowing exactly what Pythagoras is!

Though the hijackers used muscle relaxants to take over the plane, we have full confidence that a direct attack to restore control to the aircraft would be too risky.

The other problem is that the Senator is not expendable. We're referring to Senator Viggo Hach. He's being tapped for the party's next presidential bid, and it's crucial that we do everything in our power to bring him home alive. We don't know who we're dealing with or anything about their motivations. That is where you come in.

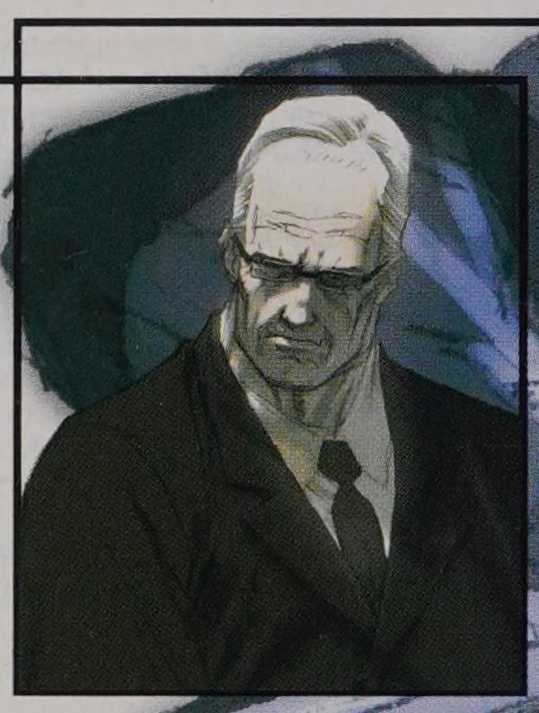
Your mission is to infiltrate the remote area where Pythagoras is being researched and find out what "it" is. After that, the powers that be can determine what needs to be done about this project. Your mission leader is a man named Roger, who was directed here by Roy Campbell. Another team was already sent into the complex, but...things happen, and now you're almost all that is left. At least it's good to know where you stand.

Just like old times.



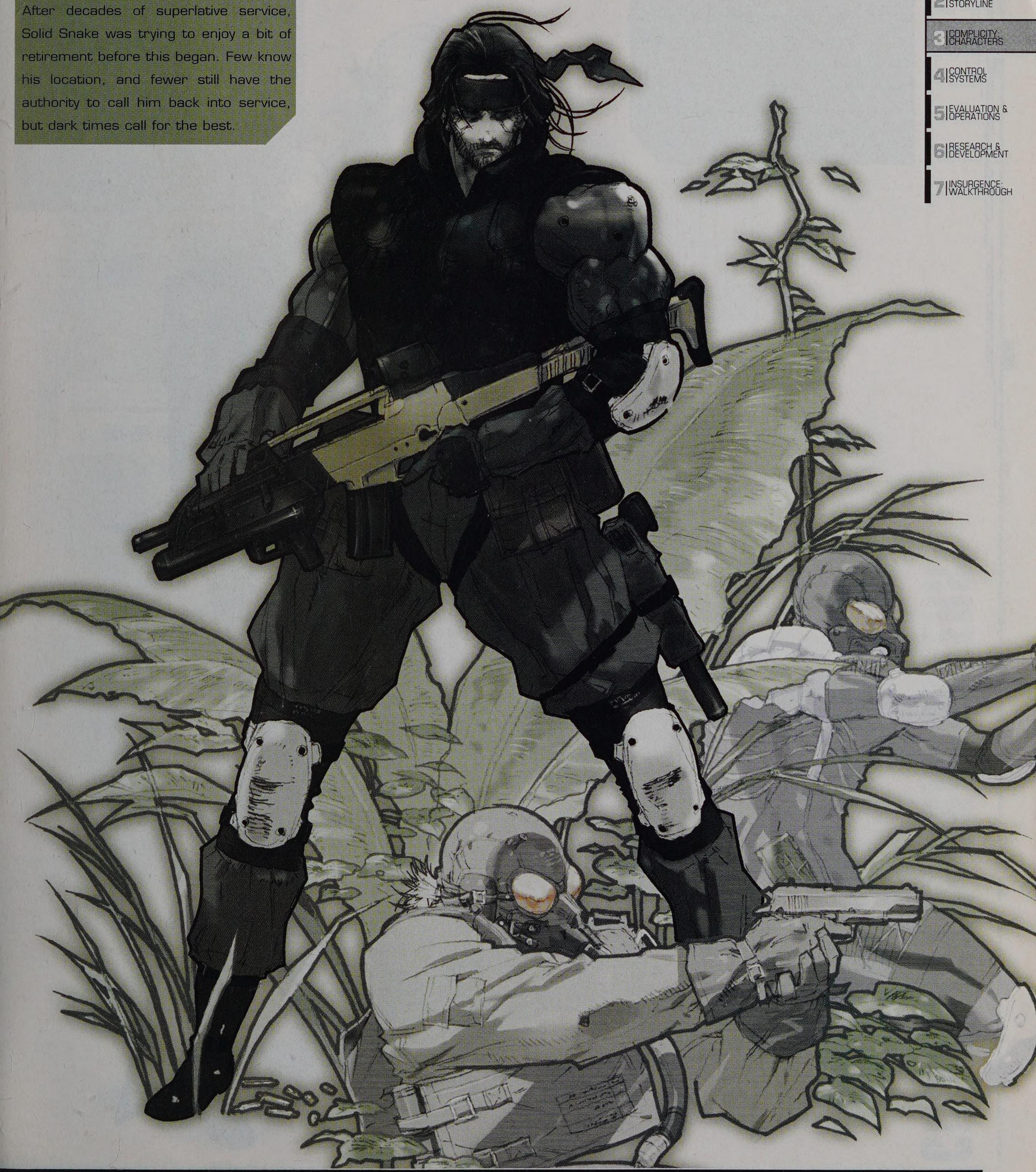
COMPLICITY

The current team for this mission is being thrown together, making it hard to fully trust the situation. The little information available is now available to you in this briefing. Any additional questions should be directed toward central office at the first possible opportunity. Of course, there is no time before the mission, so that won't be feasible until after your extraction.



SOLID SNAKE

After decades of superlative service, Solid Snake was trying to enjoy a bit of retirement before this began. Few know his location, and fewer still have the authority to call him back into service, but dark times call for the best.



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ROGER MCCOY

A CIA Rep. from New Jersey, Roger is a combat operative who has also seen many years of service. Now, he trains new officers and oversees a number of operations. He is currently in charge of uncovering everything about Pythagoras.

ALICE HAZEL

Alice is little more than a girl, but her special powers of distance viewing make it possible for her to do things that few others can match. She is present in this mission to assist operatives in their infiltration and to do what she can to monitor the status of the people on the hijacked plane.

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TELIKO FRIEDMAN

Teliko is an American Special Forces soldier of both American and Japanese descent. Her group was the first team sent to the Moloni Republic in search of Pythagoras. Contact with her was lost just a short time ago when an unknown force of mercenaries ambushed the Special Forces team. Her current status is unknown.

GARY

There maybe be a friendly contact within the facility, and we have had some contact with this "Gary." However, nothing is known about the worker's past or motivation, and it remains to be seen if he is truly interesting in assisting or defecting.

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LEONE

This mercenary commander was dispatched to the Moloni Republic some time ago, but little is known about Leone's background or current activities. From what is known, Leone is a trained and highly skilled mercenary with experience in close-combat, heavy weapons, and tactical deployment.

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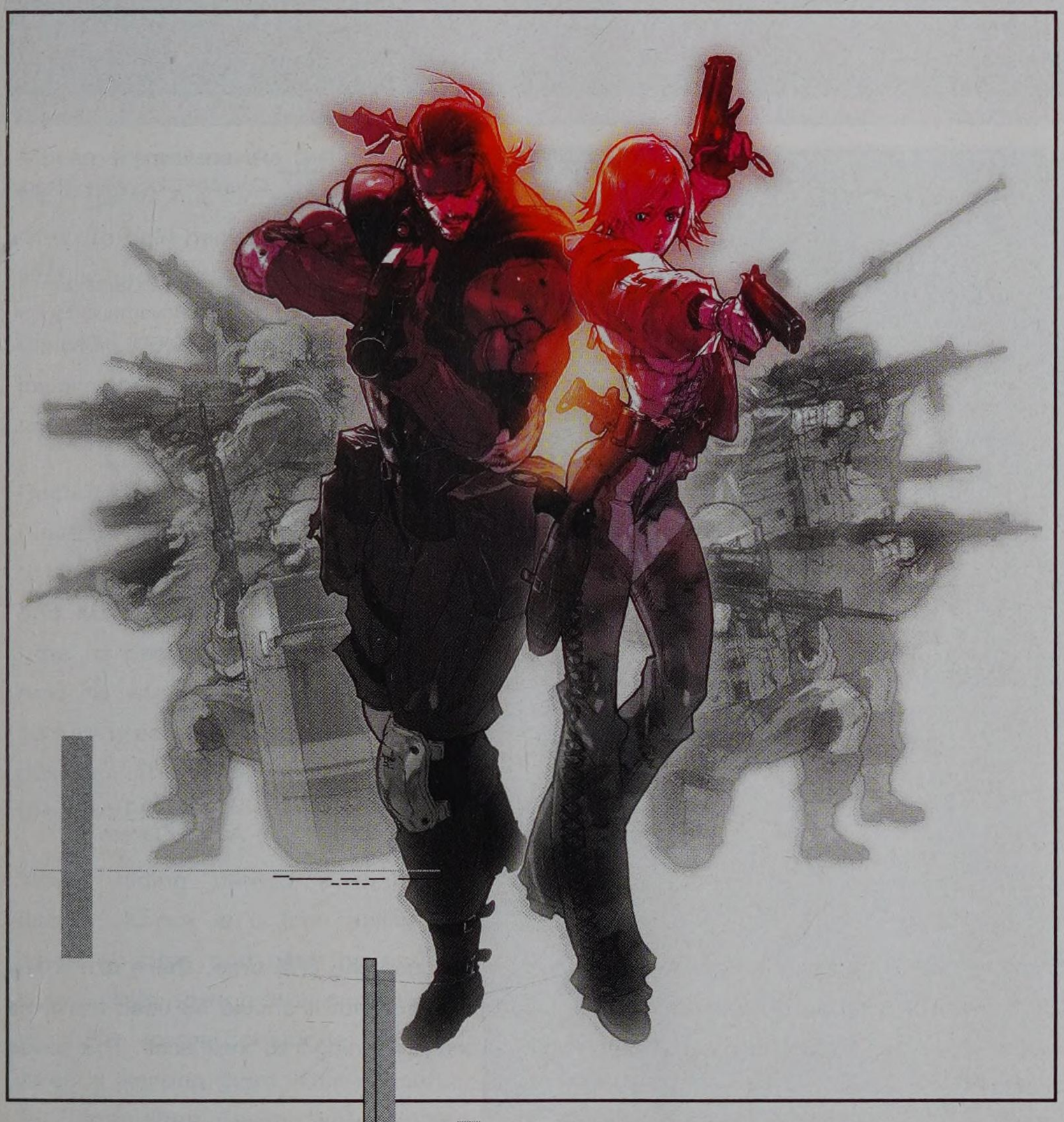
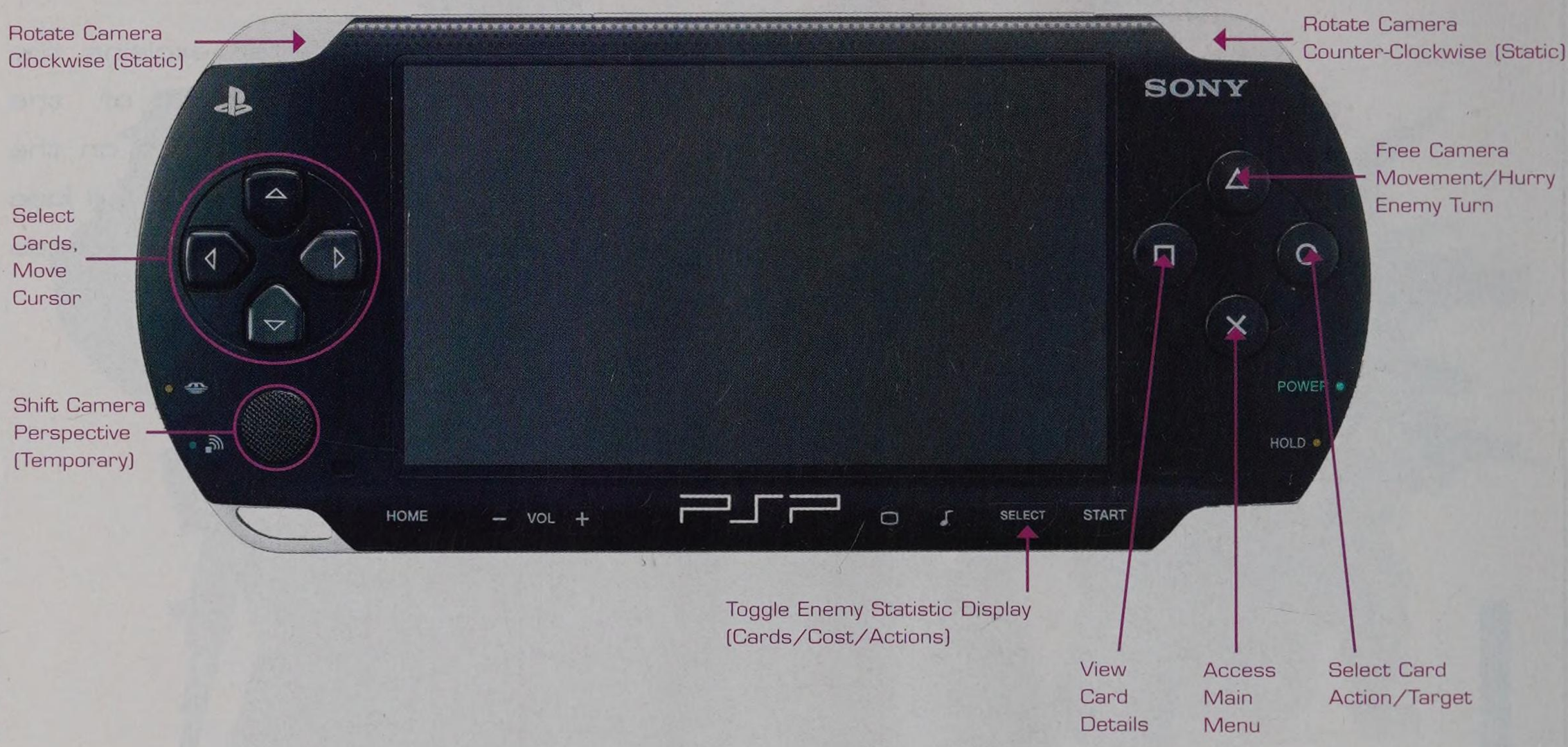
SPECIFICATIONS



This chapter explains the control system of the game and expands on the concepts to give a full idea of what these commands are capable of doing.

MISSION CONTROLS

BUTTON	ACTION TAKEN
⊗	Access Main Menu
○	Select Card Action/Target
□	View Card Details
△	Free Camera Movement/Hurry Enemy Turn
L1	Rotate Camera Clockwise (Static)
R1	Rotate Camera Counter-Clockwise (Static)
SELECT	Toggle Enemy Statistic Display (Cards/Cost/Actions)
Analog Control	Shift Camera Perspective (Temporary)
Digital Control	Select Cards, Move Cursor



Though many of these commands are self-explanatory or become immediately apparent when used the first time, there are a few points to note. Using the Free Camera Mode to scan around an area is so important and powerful that it should be used from the first mission forward. Scan areas to look for all enemies and watch their patrol patterns long before coming into their area. This saves time in the long run, and it prevents many unnecessary alerts.

When scanning a map, use SELECT to toggle the enemy statistics display on. This is invaluable information to you; watch your enemies during their patrols and strike at them when they are most vulnerable. Don't try to slip behind enemies when their turn is fast approaching. Wait until an enemy's accrued cost is very high; this gives your character(s) the most potential to disable opponents before they alert others.

Change the camera's perspective from time-to-time as well. There are a number of hidden items—extra card packs and such—that aren't easy to see if you stick to one perspective all the time. Beyond that, there are a few mission-critical places that are also difficult to see without camera rotation.

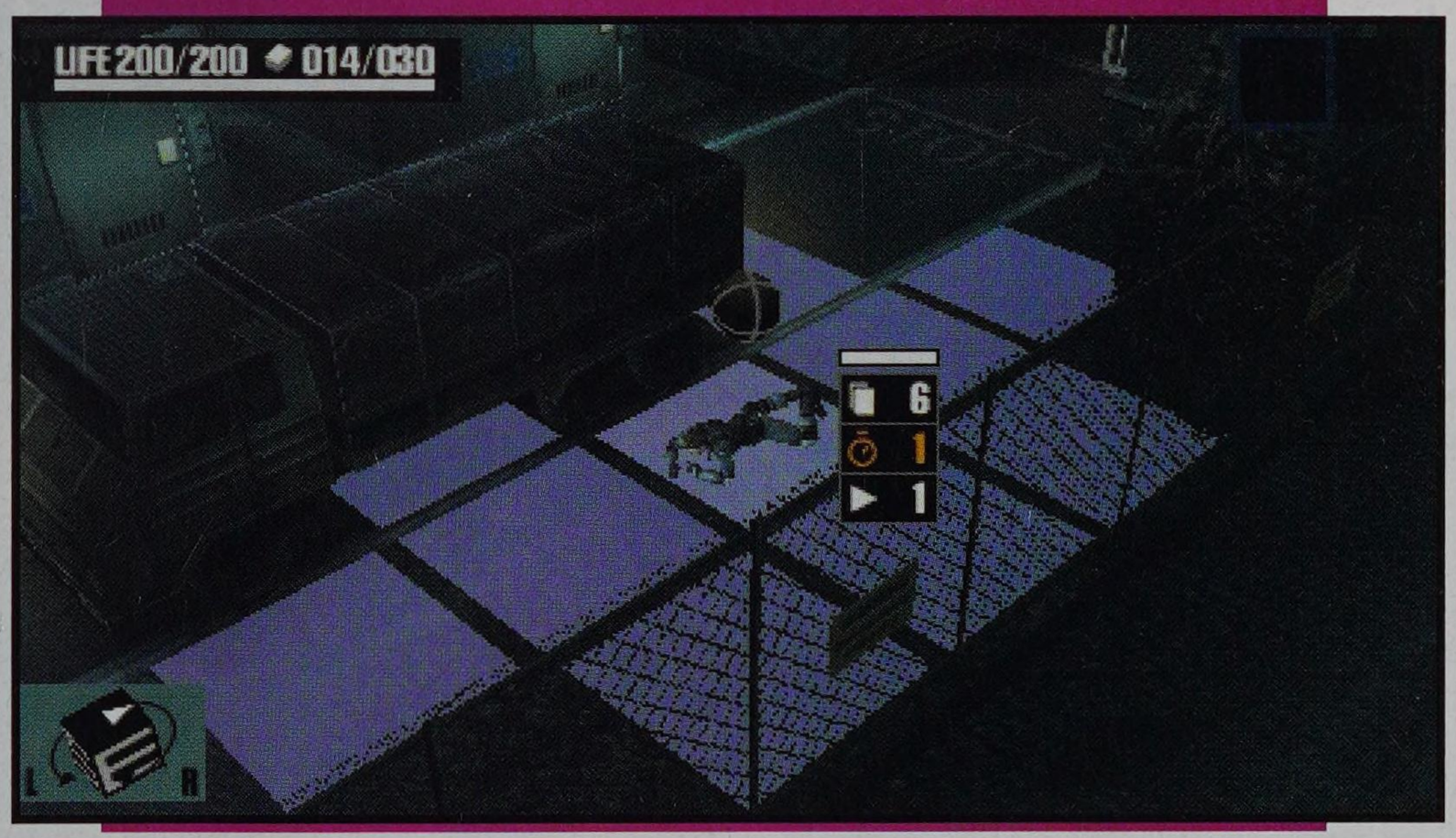
COMBAT ACTIONS

ACTION	TIME COST	CONDITIONS
Move	Varies	Requires Use of a Card
Crawl	N/A	Used After Moving, Puts Character into Prone Position
Stand	N/A	Used After Moving, Returns Character from Prone to Standing Position
Use Card	Varies	Have Usable Card in Deck
Equip	Varies	The Character Must be Able to Equip the Item
Knock	0	Must Be Behind a Wall
Punch	4	Must Be in Melee Range with Valid Target
Discard	6	Have 1 or More Cards to Discard/Must Be Used in Place of Other Actions
End Turn	4	Can Be Done at Any Time
System	N/A	Takes You to System Menu (Temporary Save Possible)

Movement seems like the most simple form of action during combat, but the subtlety of the system in *Metal Gear Acid* allows for a gentle but *long* learning curve. The key is to know when to use bold moves (running all the way forward for action), and when to hold back, crawl, and evade your enemies. Sometimes a single block of movement divides the mission from a stealthy victory and a brutal alert!

Crawling slows a character's movement tremendously, even when some of the better movement cards are used. Yet, the option lowers the character's profile, making him or her harder to see if there are objects in the way. Also, this makes characters harder to hit if they are attacked. In every way, this means that Crawling is a good way to "play it safe."

Because it takes a full action to move, even if you are only trying to turn or change between prone and standing, the most important time to decide where to face and how to stand comes *before* the turn in which you need to be in that position. This, too, is discussed in the next chapter.



When hiding behind a wall or barrier, Knock is a free ability—it costs no time and uses no action points. This noise brings guards out of their normal positions without directly alerting them. This is useful for ambushes, even with single characters, but becomes even more powerful when you work as a pair!

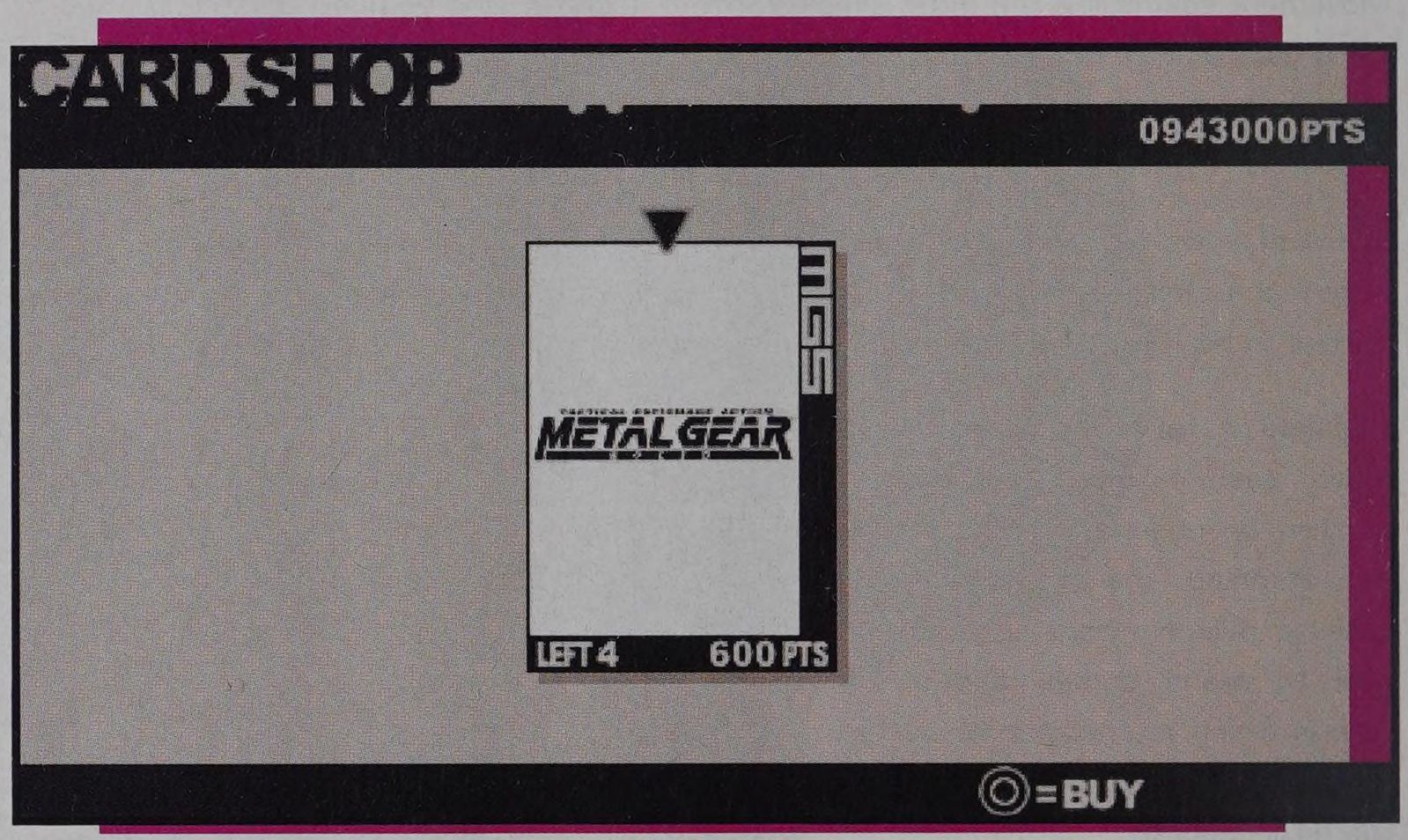
Punch is an interesting command here as well. This command uses no action points and deals fair damage to an enemy that is only one block away from your character. The only downside to this is that you still accrue time cost in the process of punching. Thus, your free attack might leave you exposed to a long and deadly series of counterattacks if you fail to incapacitate your victim one way or another.

INTERMISSION

COMMAND	EFFECT
Map Select	Begin a Mission (New and Old Maps are Selectable)
Deck Editor	Modify Decks Using Available Cards
Card Shop	Buy Additional Cards/Card Packs
Save	Records Game Progress
Options	Alter Message Display Rate

The Intermission Menu is available between battles. During this downtime, you are free to customize your card decks and purchase new treats from the Card Shop. Buying cards costs Mission Points. Though there are a limited number of missions in the game, it is possible to farm extra points by returning to earlier maps. Doing so does not trigger a repeat of the old mission! Instead, custom missions are created in the same map, with various rules for success that vary from the original mission.

Deck Customization is discussed fully in the *Evaluation and Operations Chapter*. This is a vital part of the game, as you are able to collect many cards but you can take only several dozen of them into battle. Each area has different challenges to overcome, and there is no one-size-fits-all deck. The game is much easier when you fully exploit the advantages of customization.



MAIN MENU

COMMAND	EFFECT
New Game	Begins Metal Gear Acid
Load	Loads a File from Intermission
Continue	Returns to a Battle in Progress
Passwords	Used to Get Free Cards (and Several Special Ones)
MGS3 Link	Use USB Cable to Link to PS2 w/ Metal Gear Solid 3 for Bonus Features

EVALUATION AND OPERATIONS

Before you leave for the primary mission, read through this document to learn all you can about the latest techniques in card-based insurgency. We've compiled everything on stealth, interdiction, melee and ranged combat, card customization, and more. This information is for your eyes only—don't let this fall into enemy hands. If you are captured, all inquiries will be met with full denial.

MOVEMENT, OBSERVATION, AND POSITIONING

Getting to the right place at the right time is all-important when it comes to making that quiet kill or avoiding contact with the enemy altogether. Proper use of movement and timing are critical in this. These skills allow you to get through areas faster and with a lower chance of raising an alert!

GETTING AROUND PROPERLY

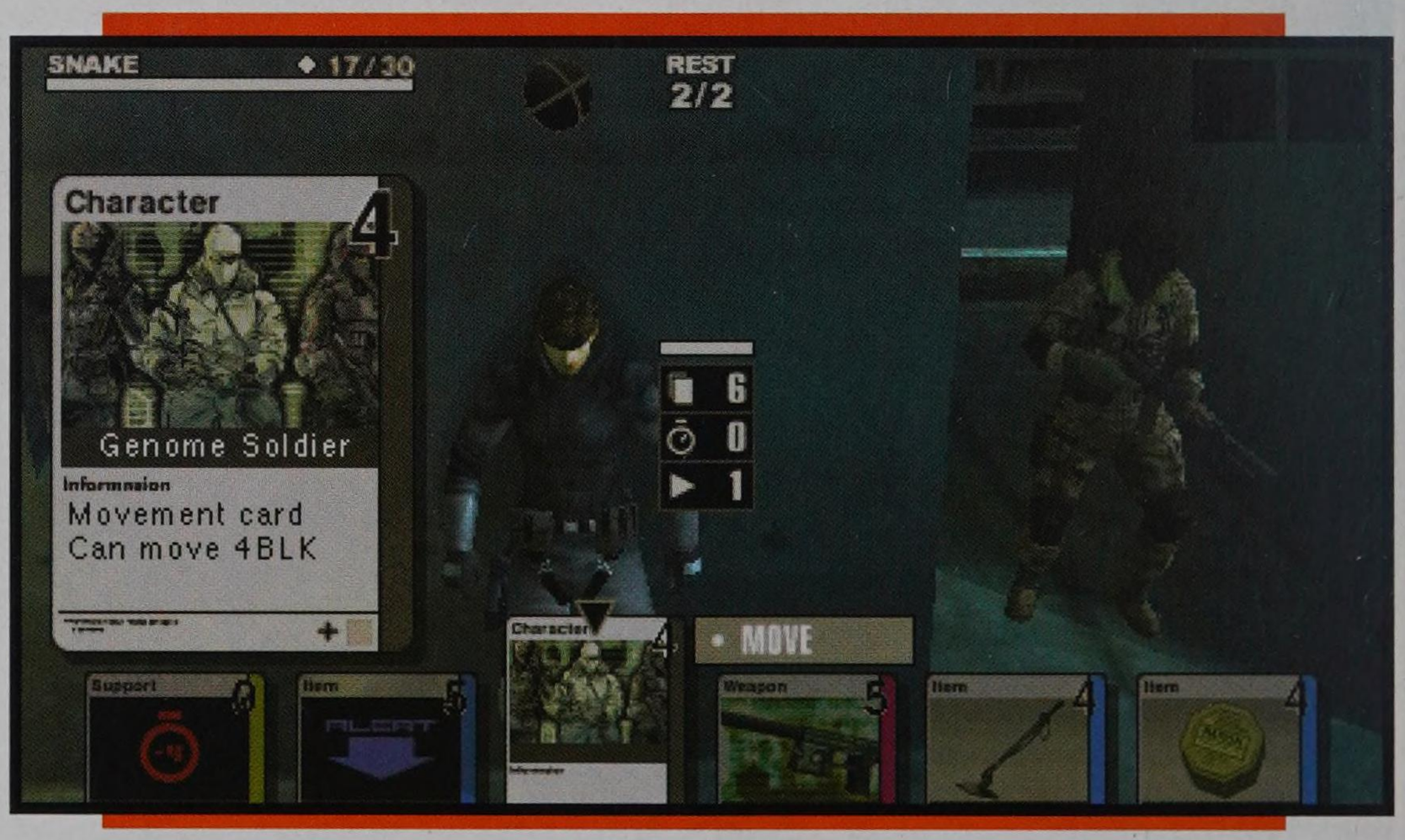
Moving is the most common thing that your characters do during any mission. Within this system, even movement requires a card. Almost any card in your deck allows for movement, but some cards have specific properties that make them substantially better for the task. Navy Seals, Genome Soldier, and other such cards have a low Cost and offer a greater range of movement when used compared with just about anything else. This means that your Cost for the turn is lower *and* your character is able to go four or more blocks when standing, as opposed to three, which is common for non-movement cards.

Thus, even though you cannot attack or equip the vast majority of movement cards, it's very important to have a full spread of them in your deck. Take at least four movement cards early on (the Genome Soldiers are fast to collect even from the beginning), and then add more cards of different movement types as you find them. Ultimately, it's useful to shoot for a mixture of 1/6, so that these cards are always popping up.

The reason fast and distant movement is so important stems from the way actions work. Moving (even just to turn around) is considered a full action. Snake defaults to getting only two actions per turn, and if you need to cross a moderate distance, it's much better to squeak by on a single action than be caught without the ability to attack.

Having the extended movement cards means that you can wait for moments when enemies have their backs turned and slip in for a certain kill, using a great variety of weapons. Weapon cards like the Socom won't get frequent kills at long range, and because of their low damage, you can't afford to miss any of your shots.

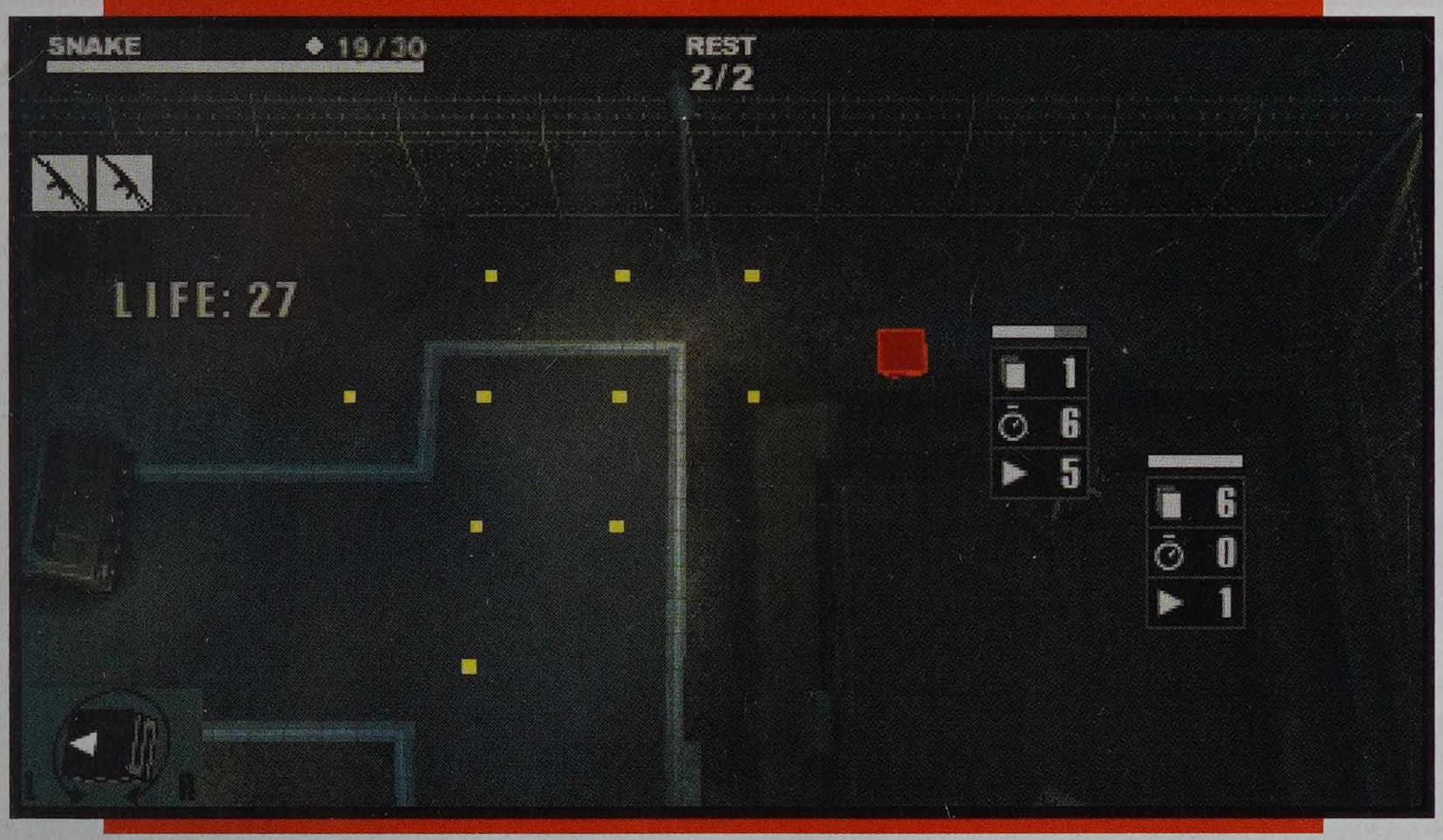
Fast movement also allows for trickery. If you knock on a wall early in your turn and move very quickly, it's possible to draw guards away from their posts to areas that you have already vacated! This makes for a quiet escape or an easy kill.



FACING

Facing the "correct" direction at the end of each movement session is a tricky thing. This seemingly trivial act is far more telling for the success of a fight than many would think, and it is half science and half fate that determines everything.

The direction each character faces controls his or her area of detection (both for your people and for enemies). To get an idea of the arcs of sight, scroll over the enemies in nearby areas and look for the yellow dots when you highlight the foes. Those dots are blocks within the enemy's line of sight! Moving into those areas triggers an active response from any guard, including a call for reinforcements and an active alert!



Going beyond alerts and such, it is even important to avoid line of sight during a heavy firefight. Enemies attacked from behind cannot respond with their equipped weaponry. By the same token, your characters must be facing the best direction during the enemies' turns, else your reactions are limited if they choose to attack you.

When deciding where to face, always ask yourself "where is the enemy likely to be at the end of his next turn?" Hopefully, nobody will spot one of your people until it's too late to do anything about it, but planning for the worst is a wise path in this game.

LEARNING HOW TO CRAWL

At the end of each movement, you are given the choice to face any of the four directions and whether to remain standing or go prone. When prone, movement distance is reduced to two blocks, but your ability to remain unseen is greater and enemy accuracy is reduced by a noticeable margin.

Most of the time, crawling is a bad thing because you spend so much time and extra cards getting around. However, in areas with many patrolling guards and visual exposure, crawling is preferable. Stay low while waiting for targets to come into your line of sight, and avoid the issue of limited movement by staying put!

SCANNING THE LEVEL

Nearby guards are the most dangerous because visual range is limited; even out in the open, most guards can see only several blocks away. However, your ability to look over the area is quite powerful. Watch all the guards' patrol routes during early turns in a mission; this lets you plan when to strike and which routes to take, based on spotting the nooks that aren't being watched.

Also, the game is generous enough to list each enemy's card count, current Cost, and actions. Not only can you learn where an enemy moves but these data also reveal when their next turn will be. Use this! Plan your turns in such a way that you won't finish and be exposed to any of the guards whose turns come up before you can move again. Again, movement cards are crucial here because of their low Cost.

Scanning around the map also serves to spot extra packs of cards, which save an incredible number of mission points because anything you find is free and yours forever. All missions have cards to find, so look everywhere!

MAKING YOUR OWN TIMING

We've already mentioned watching enemy Cost and planning your actions accordingly. To be more specific, add up the Cost of the actions you have planned for your turn. If a series of actions will Cost too much, leaving you exposed to enemy fire or line of sight, there are often better options.

The key lies in knowing when to have big turns and when to get by on tiny turns. This game is not a contest to see who can do the most. Quite the opposite; trying to play this way ends up with alerts, too much damage, and lower mission points. It's better to use fewer actions and small Cost totals until a single big turn is lined up.

For instance, if there are several guards close together in an area that you cannot sneak through, gunning any one of them down leads to instant retaliation. However, if you creep forward and wait for everyone to be close together, a single intense round can dispatch all of your worries. Use an Action + ahead of time, wait for the guards to be close together over the next few turns (as you stay behind cover). Then move into position, toss a Grenade, and shoot it to instantly kill everyone within its blast radius. With all targets dispatched, the higher Cost of this triple action is moot because no one is alive nearby to stumble onto you!

Ending turns early, from cover, is the best asset for making your own timing. Each turn bears a Cost of only four seconds if you make no actions. Enemies often spend more than four seconds doing whatever they want, so you can let enemies do your work for you by waiting for them to turn their backs, walk away, etc. Because each of your turns gets two cards added to your hand, this is also the perfect way to restock a depleted hand without spending much time.

COMBAT PHASES

Played to perfection and with great luck, you'll never have to worry about combat phases. Realistically, though, everyone misses a shot or triggers a sensor, causing an alarm. The following table explains the events that ensue:

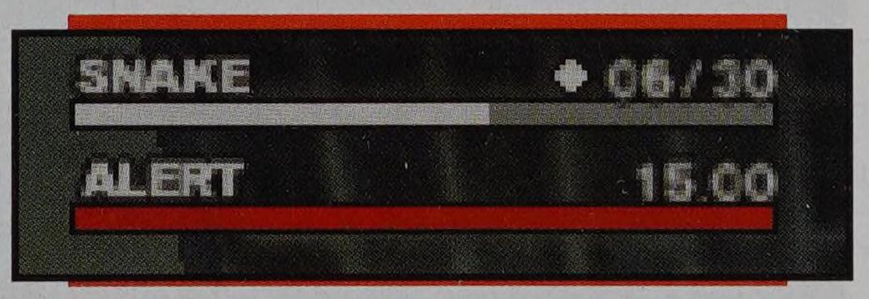
ALERT!

PHASE	ENEMY STATUS
Alert	Gates sealed to outside activity, reinforcements arrive, guards rush the position of the sound and/or the guard who called the alert.
Evasion	Incoming troops stop and hold their position while looking for nearby targets.
Caution	Troops return to normal positions, and reinforcements begin to leave the area.
Normal	All gates are open, guards on normal patrol routes.

ENEMY ICONS

ICON	MEANING
White Exclamation Point	Guard Interest (they will investigate but not call for help yet)
Red Exclamation Point	Spotted! (they will call for help/maintain alert)
White Question Mark	Guard Confusion/Lost Target
Call/Help	Guard is radioing for assistance and triggering an alert
Zs	Target is asleep
Stars	Target is stunned

Alerts are triggered instantly if guards hear an incredibly loud noise, even if they aren't in direct line of sight for an explosion. To avoid that, make sure any explosions you have planned are used to kill anyone close by that could notice such things.



A slower alert is sounded when a guard spots one of your characters. This involves the guard backing away quickly and calling for the alert. If you can kill the guard quickly, the alarm won't sound (whew), but other troops in the area are still likely to investigate. So, get out of the area after a close call—or, if you are really gutsy, set traps for the people who come to check things out.

Triggered sensors instantly raise an alert. These infrared devices are placed at a number of points in the game. Even without the Thermal Goggles or Pliskin's Card, you can spot many of the sensors by the odd machinery on either side of an area. Sensor devices look a tad like X-ray machines. Use Stealth or avoid sensors altogether, which is often possible. Or, for a crude method, go ahead and set off the alarms but find a quiet place to cool off while guards come to investigate; this is bad for your mission points because of the wasted time and alert.

HIDING BODIES?

For once, you won't have to worry about bodies or footprints to stay stealthy. No locker stuffing for you! The soldiers in this area are entirely biodegradable. Some of them drop packs of cards, however, which is a nice reward.

During an alert, almost anything gets you in trouble. Explosions quickly restore the alert, and any guard keeps the alert at its full timer by keeping you in his line of sight. The only safe way to stop things from escalating is to flee and seek shelter for at least 15 seconds. This is enough time for the alert to drop down to Evasion Phase, and it gets most of the heat off your back. Use Movement Cards and all actions to get away from trouble, because your ammo or health will run out before the guards do.

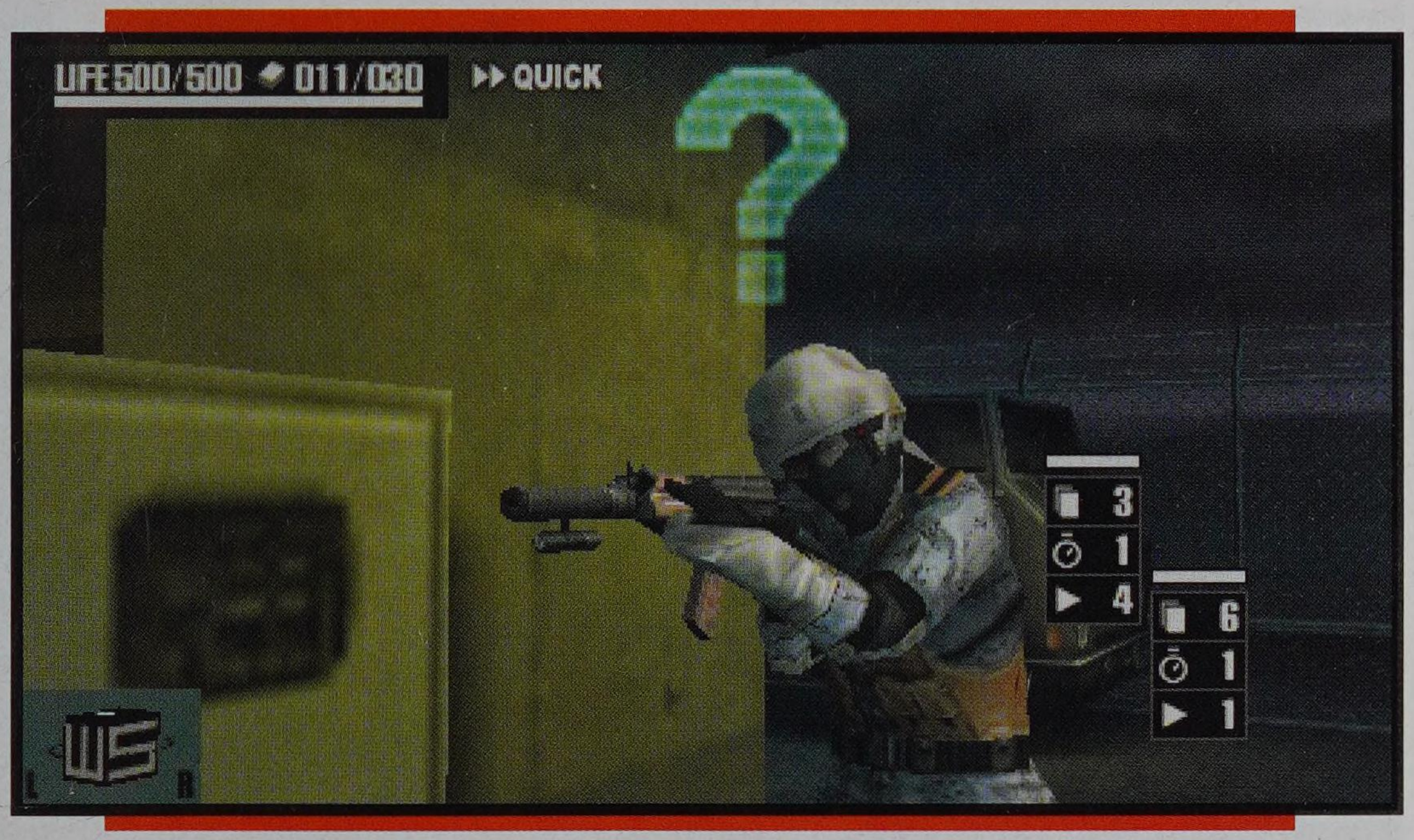
TARGET ELIMINATION

There are so many ways to deal with living and machine-based targets. Weapons are quite direct for eliminating threats; get to medium or close range, use the weapon card, and laugh at the poor soul who gets in the way. However, relying on traditional weapon cards for all of your victories can be tough for packets of guards.

TRAPS

Indeed, each enemy has a weakness to some form of action, depending on how he is equipped and handles himself. Guards with a distinct patrol route can be ambushed from behind, sure, but they can also have their paths trapped! It's always nice to remove targets without being directly involved, which is why Claymores and Mines are beloved by insurgent forces. Set these at the end of a guard's patrol route (when he is off doing other things), then leave and go about your business while he heads toward a messy end.

This technique expands if you have a keen sense of timing. If there are a couple of guards supporting each other, and the noise from a blast would alert the second, set the trap and move in on the supporting guard before the first can trigger the explosion. If a Claymore explodes in the forest and no one is alive to hear it, does it really make a sound?



USING LOADED WEAPONS

Yes, it sounds strange, but some weapons need to be specifically loaded before use. Many of the tools that Snake relies on are simple fire-and-forget goodies. However, a number of weapons must be equipped before use. This means that your characters need two of that card type to directly attack enemies; equip the weapon and use the second card of the same type to load said weapon and attack.

To save on actions during critical rounds, the equipped weapon can be prepared at any time during the battle. After that, just keep the corresponding card in your hand until it is needed! Characters who rely on these cards for many of their attacks are very well served by adding Equipment Level 2/3s to their deck. Once a person has nine equipment slots, it becomes *much* easier to dish out the damage, because multiple weapons can be equipped early on.

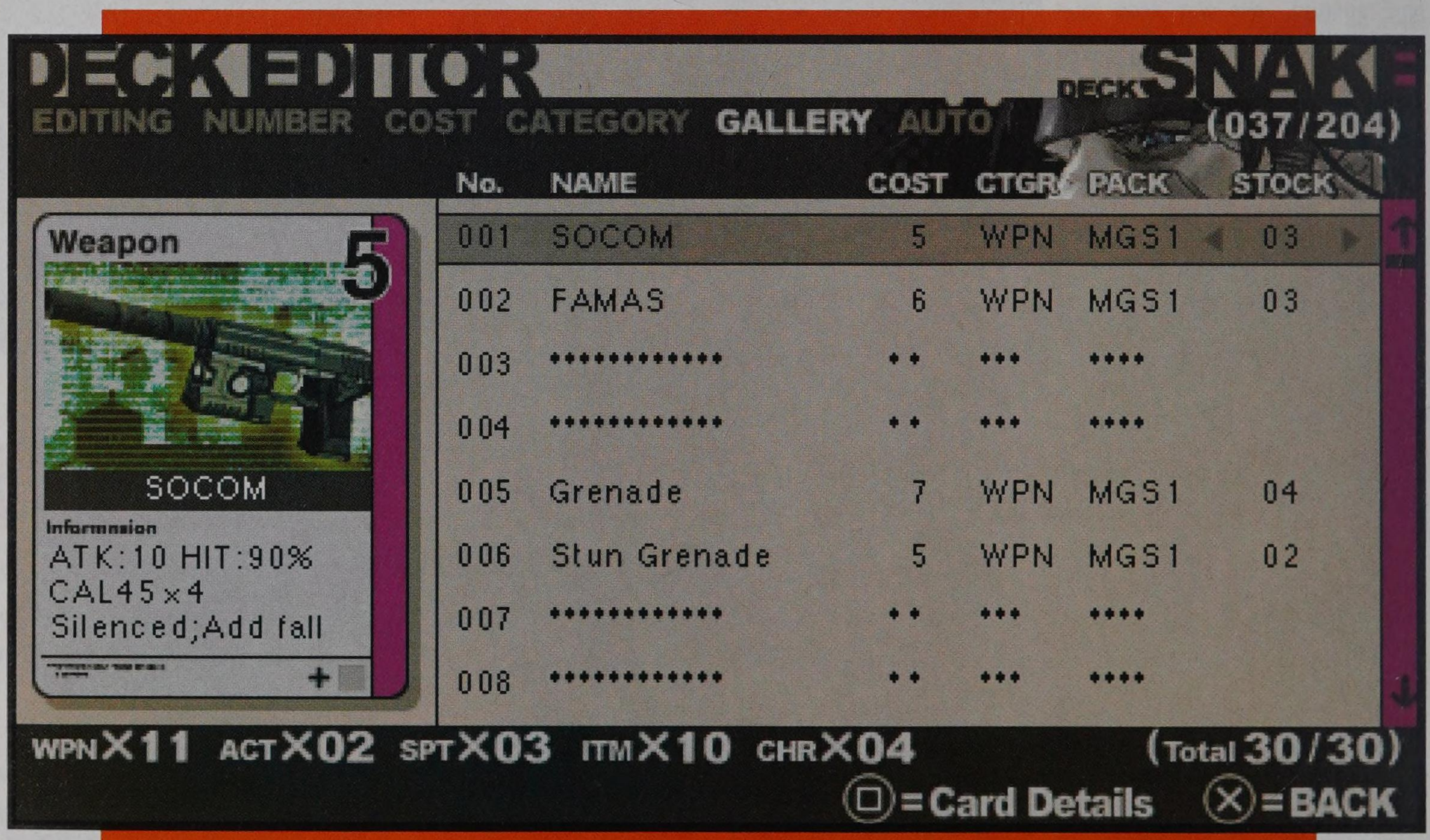
DAMAGE DEALT (BY POSITION OF TARGET)	
Front	100%
Flank	120%
Rear	150%
Prone	200%

IMPROVING ACCURACY

The best way to improve accuracy is to use weapons from close range against targets that aren't prone or behind cover! For weapons with reliable power but questionable accuracy, this may mean spending an action to rush enemies before firing at pointblank range to eliminate them. Equipping a Scope helps tremendously to improve accuracy against distant targets, though these last for only a few turns, so they must be used wisely.

Static targets, such as cameras, are not difficult to hit, so they require little subtlety. Patrolling enemies are much more troublesome. Scan over foes ahead of time to see how much health they have and whether Body Armor is equipped on them. High health and/or Body Armor require you to make every shot count, especially if you are trying to avoid an alarm.

Though Cost-intensive, pointblank attacks have an added bonus. Should your main barrage fail, you can throw a Punch at the last minute (without using an action). This may add enough damage to put down a lingering foe. Beware, however, that the major investment in Cost is dooming if an alarm sounds. The last thing you want is to dedicate yourself to a long attack and give enemies 15 seconds to prepare their responses.



DOUBLING UP

Few have claimed that life is fair, especially in the field of insurgency. That said, if Snake manages to hook up with anyone from the first team that entered the area, the two of them can gang up on targets without any lasting sense of remorse.

To do this effectively, it is important to keep characters synced in regard to accrued Cost. Until an important series of actions is launched, try to use the same number of cards and actions during the buildup period so that your characters act at almost the same time. That way, one character is able to provide the setup for an event while the other takes down the house.

Again, examples are useful to illustrate the point: Suppose your people hide down two side hallways in an area as enemies patrol the center. Have one character knock on the wall and lead the nearby forces away from the central hall (and out of sight from their buddies who didn't hear anything). While the knocking character slips away, the enemies that follow the noise turn their lovely backs toward the real threat. Have the second character unload with weapon attacks, detonate Grenades/C4, etc.

Fighting in groups is a synergistic affair! Having two people work as a team is much easier than trying to accomplish all of your goals with two individuals.

STAYING ALIVE

You won't finish the mission or bring down additional targets if your characters get knocked out of combat. There are many ways to avoid this, and there are a few tricks to come back from the brink even when disaster strikes.

A good old Ration is one of the best means to restore health. The cards for Rations are used on the character holding the card, restore a fair amount of health, and don't take long to collect—the low-level Rations are there for you from the beginning of the game.

Yet, there are two things that Rations can't do: they won't bring a character back from the brink of death once knocked out of action, and they won't heal any allies that you pick up. Instead, there are Kits to accomplish these tasks. Because Snake has only two actions by default, it's usually better to have him worry about his own health while faster allies attend to both themselves *and* Snake (by carrying Rations and Survival Kits).

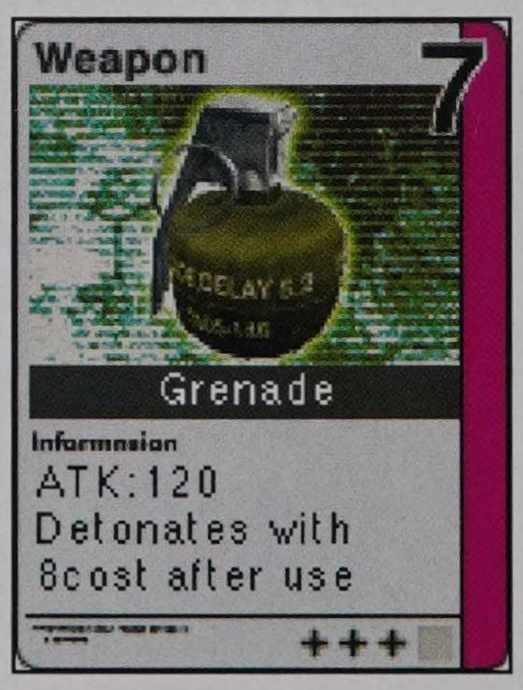
When a character is out of the action, Medical Kits are used to resuscitate them. Given enough time without harm or trouble, allies can recover from being out of action, but they still need some tender love and care before they attain reliable health.

CARD COLLECTION

What would a card game be without the excitement of gathering a fine collection of cards for use against your enemies? There are several ways to get cards: in missions from specific items left out, slain guards, or hidden packs; or out of missions from the Card Shop. There are methods even to these things, as we'll discuss:

PURCHASING CARDS

Points from your missions are added to a total that is spent in the Card Shop. During the time between battles, visit the shop and see what it has for sale. At first, only MSG1 Packs are available in the shop, but new ads are shown as you progress through the game, and each time a new set of cards is revealed.



The system for collecting the cards from packs is random and weighed by rarity for each card. Getting the really rare cards isn't too brutal, and this method makes it easier to get stacks of the common cards that are often needed in substantial quantities anyway: Rations, various kits, weapons, movement cards, etc.

Some cards (e.g., C4) are part of a set but won't show up in random packs at first. That is because these items are involved with missions. After being found in the normal course of the game, these cards start appearing in random packs.

Though it feels great to finish each mission and tear off toward the Card Shop, hold back some of your earnings from each victory. Try to save a couple thousand at any given time and wait to spend it until new pack sets are revealed. This way, you are able to glut on new items when they first appear.

GETTING MORE POINTS

It sounds well and good to save points, but they sure seem in scarce supply most of the time, right? Well, there is great news for collectors: you are free to repeat maps as many times as you wish, and the points are fast to come in when you go back and replay the smaller maps multiple times.

Listen to the briefing each time you do these, because the mission parameters change. Sometimes every enemy must be eliminated. Other times, the goal is to entirely avoid being spotted. Once you've played a single map a couple of times, it is *much* easier to run through efficiently. This reduces the time commitment in farming points, and the victories are worth more points when you win efficiently!

HOW DOES THE SCORING SYSTEM WORK?

Each mission receives a grade when Snake makes it to the end. The quest for that sought-after S Rank is an easy one in some missions (e.g., the first time you play Mission 3). Yet, getting an S Rank on the larger missions is difficult indeed. For a high grade, you need to win without taking much damage (if any), while avoiding every enemy's line of sight. This isn't simple most of the time.

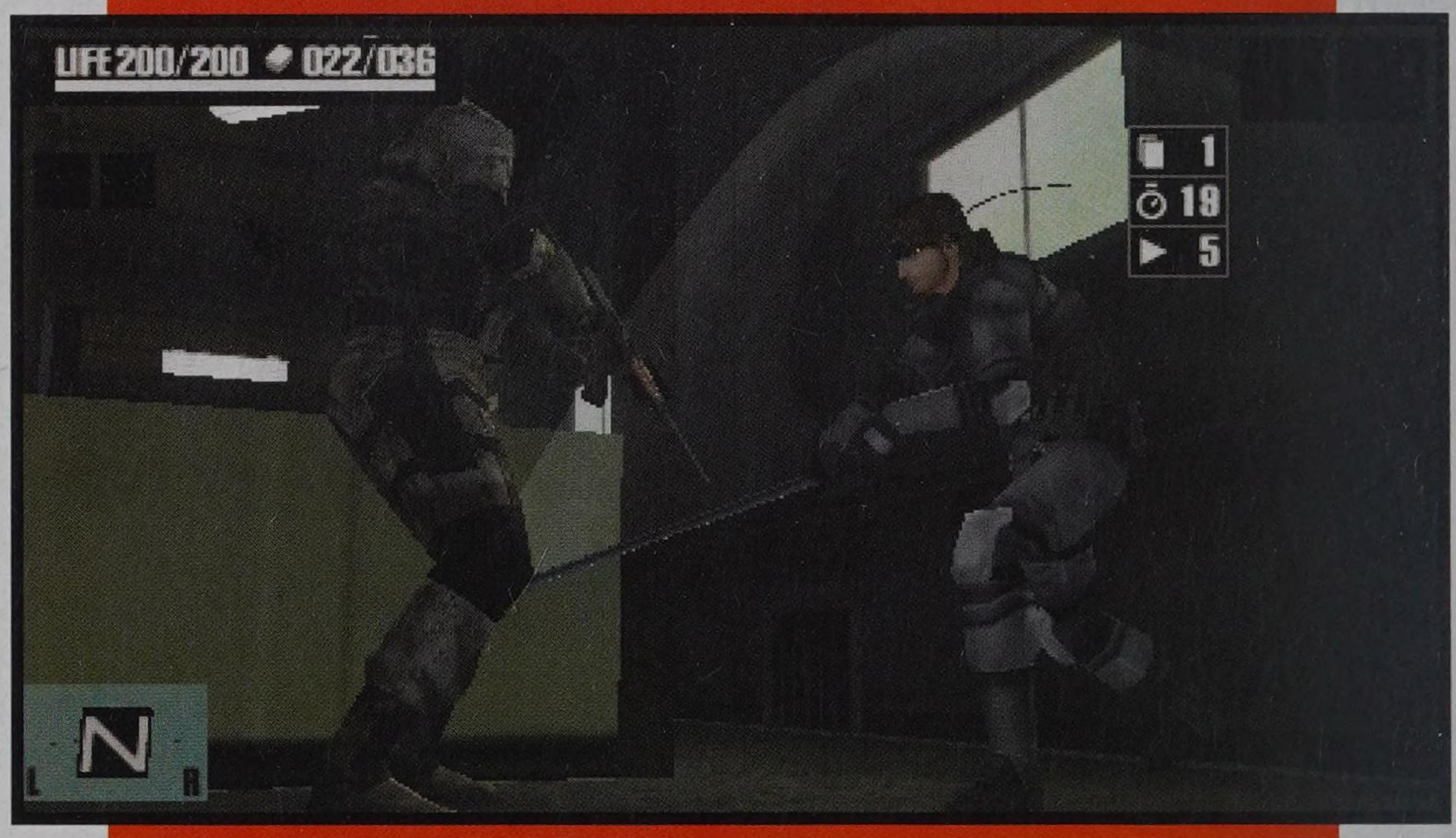
A perfect stealth run (without being spotted at all) is a great way to score points. To assist in these, bring Boxes and Stealth cards, and then combine these with fast movement to bypass as many problem areas as possible. It takes patience and skill to win in this manner, especially with new missions, but very few of the enemies in the game have to be killed. Indeed, only a few fights are set, and most of the guards serve as obstacles more than targets. This is something that *Metal Gear* fans are comfortable with from previous games. The cards change nothing about this concept.

DECK PREPARATION

Customizing your deck is another joy of the game, and it's impressive how much power you have to control how the characters function. The following tricks make it much easier to develop a deck theme and play the way you want for any number of scenarios:

USING THEMES

Before going far into the game, you'll start to see that there are many ways to win against the problems you face. Brute force isn't very kind for mission points, but even a person with shooter tendencies can slip through with the right deck.



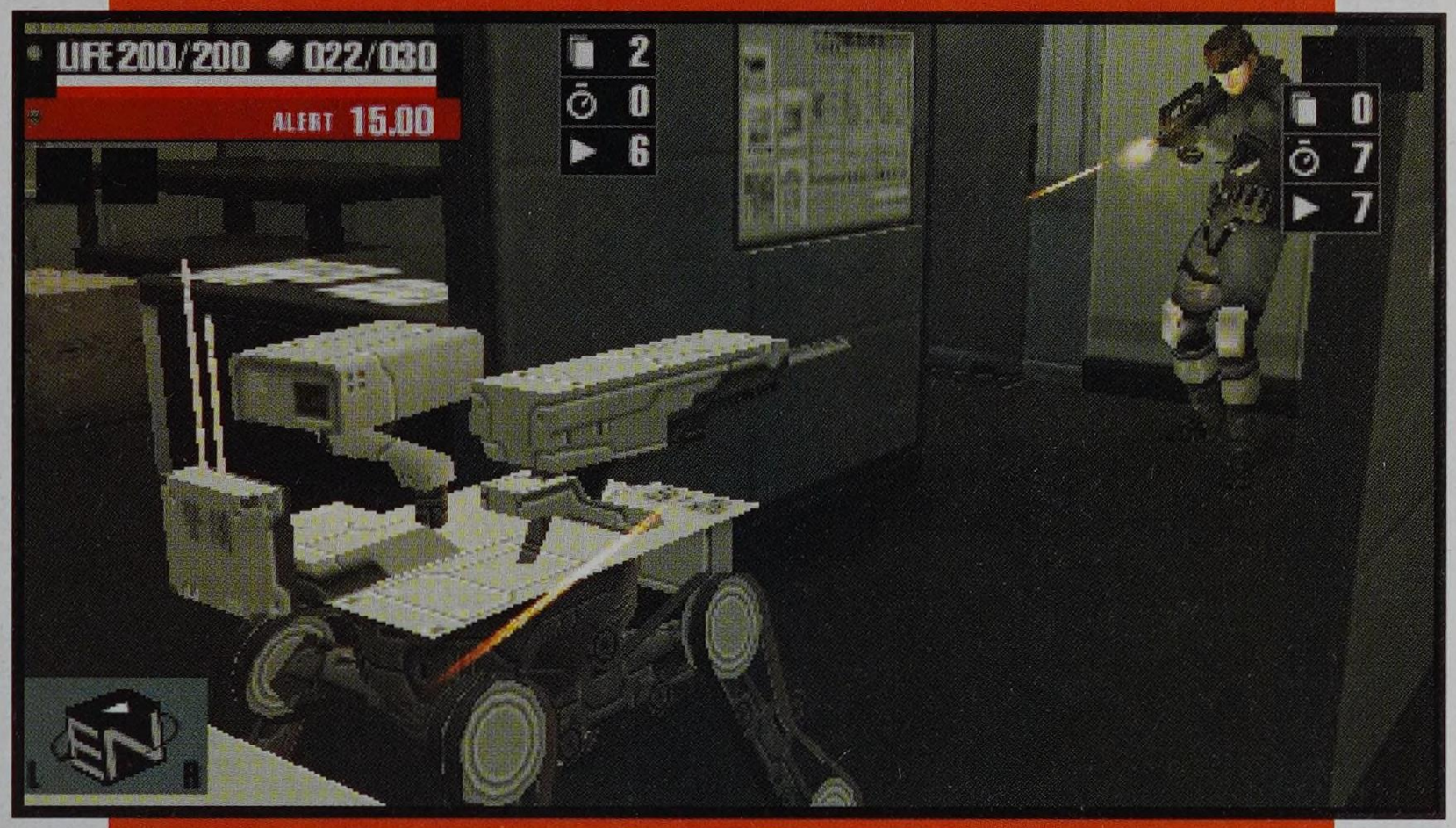
First, take a look at the cards you've collected. Up to four of any single type can go into a deck (for each character), and there are usually several card types for any given action. Decide what ratios you're aiming for based on your preferred play style; the core actions break down into weapons, traps, movement, defenses, health restoration, stealth, and special items. Special items are not used in high quantities, and they revolve around cards to unlock doors. Having a single Card LV.1 and Card LV.2 on one character should suffice.

Now, what is your character meant to do? A high ratio of movement and weapon cards can be used to good effect for those who are more action oriented. This is sort of a run-and-gun method that may be familiar to those who enjoy counter-terrorist and police games. Move in fast, use weapons for high-accuracy kills, and continue. It's easy to score well here through low cost in the mission, but it's sometimes a bit harder to keep from being spotted.

Sneakers are at their best with Boxes, Stealth, various movement cards, and some traps. In most levels, serious stealth players can rip many weapons and restorative items out of their decks and load up on their favorite tools. Played correctly, a sneaker won't need many of their direct tools anyway! For levels with forced encounters, this is obviously a harder route. Switch to a more aggressive deck for those, or at least raise your trap ratio.

Secondary characters benefit from a restorative build. This includes moderate weapons (because you still have to defend yourself if people are taking damage), some Rations, and a mix of light Medical Kits and heavier Survival Kits. Don't forget to add some Body Armor.

Should you face a battle against many machines, a missile build comes to the front. Stingers are the obvious choice here, because they deal very high damage without requiring additional guidance. Add some of the more aggressive character cards to this mix, as some of them can also inflict high damage over areas. Don't neglect some Rations too; machines are able to inflict high damage. Chaff Grenades support the fight against mechanical foes by disruptive electronics.



CARD INTERFERENCE

An interesting concept for equipment cards is that of interference. Look at the color of the arrows on equipment cards; these correspond to changes said cards make toward the equipped cards placed next to them. By applying this carefully, you can improve the ATK of your weaponry.

INTERFERENCE TABLE

COLOR	EFFECT
Red	ATK +10, DEF -10
Blue	DEF +10, ATK -10
Green	REA +10%, ATK -5, DEF -5

THE RIGHT DECK AT THE RIGHT TIME

Most players will find a deck or two that they love, but there is still a wrong time for just about every strategy. Try to consider each mission on its own merits, and use the decks that make sense for a given confrontation. Areas with unavoidable fighting can lean on the run-and-gun style. When passing through, look more toward stealth decks. Don't bring PSG1s for short range, and don't expect pistols to hit anything at long range. All told, these ideas are common sense, but it's easy to lose track of them once you fall in love with a deck.

To keep from having too much of an issue with this, practice building and retooling decks. This breaks down some of the mental hesitance toward changing decks. Once you've tried multiple play styles through various decks, it's much easier to spot what is needed in a given situation and return to the map after scanning it and aborting the mission—sporting an even better deck, of course.

RESEARCH AND DEVELOPMENT

Even with a ton of strategy and a keen eye for tactics, you won't get far without a good deck of cards in *Metal Gear Acid*. This chapter lists all of the cards in the game and reveals the rarity of said items and their function. Also, the following list of terms is given to help explain common terms.

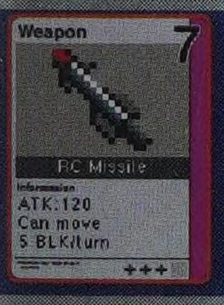
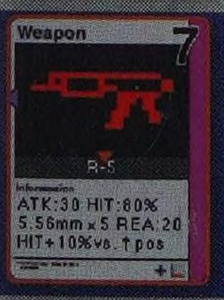
TERMS EXPLAINED

LIST TERM	DEFINITION
Action Card	Modifies Costs, Weapon Effects, etc.
Actions	Number of Individual Actions Allowed Per Round
Area Attack	These Attacks Deal Damage Over Multiple Squares
ATK	Damage Dealt by Weapons and Effects
Bleeding	Taking Damage Over Time
Blocks	Each Square on the Map is a Block
Burn	Taking Damage Over Time From Fire
Character Card	Causes Direct Effects (e.g. Instant Movement, Special Attacks)
Chronicle	Expanded Metal Gear Card Set
Cost	Number of Seconds it Takes to Complete an Action (Its Cost)
CQC	Close Quarters Combat, Used for Hand-to-Hand
Deck	Total Cards Taken into Combat
Destroy Equipment	Removes Equipped Items From Target
Guided	These Missiles Change Control from Your Character to the Missile Until Detonation
Hand	Current Set of Useable Cards
Health	Points of Damage Sustained Before Collapse
HIT	Chance of a Weapon Attack Being Successful in Dealing Damage
Interference	Equipped Items Influence Each Other; These Effects Are Called Interference
Item Card	Equips Armor, Evasive Properties, Adds to Stealth
Knockdown	Throws Target to the Ground
Melee Attack	Weapons Used at Very Close Range
MGS1	Metal Gear Solid 1 Card Set
MGS2	Metal Gear Solid 2 Card Set
MGS3	Metal Gear Solid 3 Card Set
Mission Points	Used to Buy Cards from the Card Shop
Rarity	Chance of Finding a Card in a Pack (1 is Very Common, 5 is Quite Rare; Shown in the Lower-Right Side of a Card)
REA	Reaction Chance for an Equipped Item
Reaction	Actions Triggered When Attacked by an Enemy
Shots	Number of Attacks Launched by a Single Use of a Weapon
Silence	Makes No Noise
Sleep	Puts Target to Sleep (Duration Shown by Icons Above Target's Head)
Support Card	Directly Assists User or Allies
Weapon Card	Cards Used for Direct Attack

CARD LIST

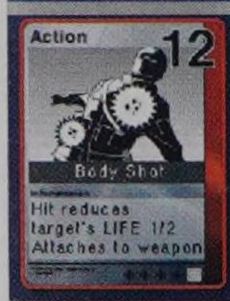
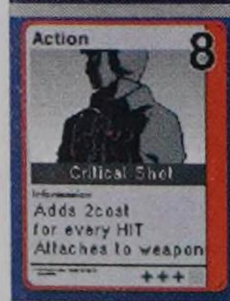
	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	1	SOCOM	5	Weapon	MGS1	1	ATK 10 HIT 90 Shots 4, Special: Silence, Knockdown
	2	FAMAS	6	Weapon	MGS1	1	ATK 20 HIT 75 Shots 6 Special: Delays Target
	3	C4	5	Weapon	MGS1	2	3*3 Explosion When Shot
	4	Desert Eagle	10	Weapon	MGS1	4	ATK N/A HIT 50 Shots 1 Special: Halves Enemy Health
	5	Grenade	7	Weapon	MGS1	3	Special: Explodes When Shot or After 8 Seconds
	6	Stun Grenade	5	Weapon	MGS1	3	Special: Explodes When Shot or After 5 Seconds (Stun Effect)
	7	Chaff Grenade	5	Weapon	MGS1	2	Special: Explodes When Shot or After 5 Seconds (Jams Electronics)
	8	STINGER (MGS1)	10	Weapon	MGS1	3	ATK 180 Special: Only Targets Machines
	9	USP	6	Weapon	MGS2	1	ATK 20 HIT 80 Shots 4 REA 30 Special: Short Range, Destroy Equipment (*1)

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	10	Makarov	6	Weapon	MGS2	1	ATK 15 HIT 80 Shots 4 REA 10 Special: Short Range
	11	AKS74u	7	Weapon	MGS2	1	ATK 5 HIT 70 Shots 10 REA 30
	12	M4	7	Weapon	MGS2	1	ATK 10 HIT 80 Shots 8 REA 60 Special: Bonus HIT Vs. Lower Enemies
	13	PSG-1	7	Weapon	MGS2	1	ATK 60 HIT 90 Shots 2
	14	M9	7	Weapon	MGS2	2	ATK N/A HIT 60 Shots 2 REA 10 Special: Sleep
	15	USP (Laser.S)	8	Weapon	MGS2	2	ATK 20 HIT 90 Shots 4 REA 30 Special: Increases Hit Rate, Breaks Equipment (*1)
	16	AKS74u (Laser.S)	7	Weapon	MGS2	2	ATK 5 HIT 70 Shots 10 Special: Silenced, Increases Hit Rate
	17	M4 (Laser.S)	8	Weapon	MGS2	2	ATK 10 HIT 90 Shots 8 REA 40 Special: Increases Hit Rate, Bonus HIT Vs. Lower Enemies
	18	Colt S.A.A.	7	Weapon	MGS2	3	ATK 30 HIT 75 Shots 3 REA 50 Special: Bleeding

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	19	P90	7	Weapon	MGS2	3	ATK 70 HIT 100 Shots 2 REA 80 Special: Area of Effect, Knockdown
	20	SPAS12	6	Weapon	MGS2	3	ATK 40 HIT 100 Shots 4 REA 20 Special: Area of Effect, Knockdown
	21	Claymore	5	Weapon	MGS2	2	ATK 80 Special: 2 Block Effect, Explodes When Triggered By Movement
	22	Nikita Missile	8	Weapon	MGS2	3	ATK 100 Special: Ends Turn, Guided Missile
	23	MP5	6	Weapon	MGS1	4	ATK 50 HIT 80 Shots 3 REA 20 Special: Area Attack
	24	RC Missile	7	Weapon	Chronicle	3	ATK 120 Special: Ends Turn, Guided Missile
	25	Mine	5	Weapon	Chronicle	1	ATK 100 Special: Small Explosion
	26	R-5	7	Weapon	Chronicle	1	ATK 30 HIT 80 Shots 5 REA 20 Special: Bonus HIT Against Higher Enemies
	27	Five-seveN	6	Weapon	Chronicle	2	ATK 30 HIT 85 Shots 4 REA 20 Special: Knockdown

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	28	M92F (Laser.S)	9	Weapon	Chronicle	2	ATK 40 HIT 80 Shots 2 REA 20 Special: No Enemy Reaction, Increases Hit Rate
	29	M92F	7	Weapon	Chronicle	2	ATK 40 HIT 70 Shots 2 REA 20 Special: No Enemy Reaction
	30	Gun del Sol	6	Weapon	Chronicle	5	ATK 120 Special: Burns, Area of Effect (Anti Armor, Anti Immortal)
	31	Vz61 Scorpion	7	Weapon	MGS3	1	ATK 100 HIT 90 Shots 2 REA 30 Special: Area of Effect
	32	AKM	8	Weapon	MGS3	4	ATK 50 HIT 50 Shots 3 REA 40 Special: Card Shift
	33	Punch (CQC)	4	Weapon	MGS3	1	REA 80 Special: Melee Attack
	34	Kick (CQC)	5	Weapon	MGS3	1	REA 80 Special: Melee Attack
	35	Throw (CQC)	6	Weapon	MGS3	1	Special: Used With Other Melee Cards
	36	Rush (CQC)	7	Weapon	MGS3	4	Special: Used With Other Melee Cards

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	37	Stoner M63	10	Weapon	MGS3	3	ATK 40 HIT 70 Shots 5 REA 40 Special: No Enemy Reaction
	38	M37	7	Weapon	MGS3	4	ATK 80 HIT 90 Shots 3 REA 40 Special: Area of Effect, Knockdown
	39	SVD Dragunov	10	Weapon	MGS3	3	ATK 70 HIT 70 Shots 3 Special: Increases Hit Rate, Knockdown
	40	XM16E	9	Weapon	MGS3	3	ATK 40 HIT 50 Shots 5 REA 20 Special: Increases Hit Rate, Destroys Equipment
	41	Mosin Nagant	8	Weapon	MGS3	3	ATK 250 HIT 60 Special: Increases Hit Rate, Strong Vs. Armor
	42	C3	6	Weapon	MGS3	1	ATK 250 Special: 3*3 Area of Effect, Detonated With Timer Card
	43	M15 Grenade	8	Weapon	MGS3	3	ATK 160 Special: Burns, Detonates After 8 Seconds
	44	RPG7	8	Weapon	MGS3	5	ATK 170 Special: Increases Hit Rate, Strong Vs. Armor
	45	Quick Draw	4	Action	MGS1	1	ATK -5 HIT -20 Special: Reduces Weapon Times to 0, Lasts 1 Turn or 2 Uses

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	46	Strand	5	Action	MGS1	1	Special: Every Weapon HIT Delays The Enemy For 1 Second
	47	Concentrate	4	Action	MGS1	2	Special: HIT +40, Cost +4 For a Weapon
	48	Equipment LV. 2	7	Action	MGS1	3	Special: Raises Total Equipment Slots to 4
	49	Action +	6	Action	MGS1	3	Special: Increases Actions Per Turn By 1 (4 Maximum)
	50	Marines	4	Character	MGS2	1	Special: Moves Character Up To 4 Blocks
	51	Navy Seals	4	Character	MGS2	1	Special: Moves Character Up To 4 Blocks
	52	Aim	4	Action	MGS2	2	Special: HIT +20
	53	Body Shot	12	Action	MGS2	4	Special: If Shot Lands, Enemy Health Halved
	54	Critical Shot	8	Action	MGS2	3	Special: Delays Enemy For 2 Seconds With Each Hit

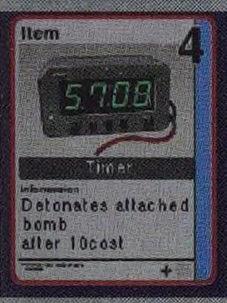
	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	55	Double Shot	12	Action	MGS2	5	Special: Doubles Shots Fired
	56	Counter Block	4	Action	MGS2	2	Special: Disables Enemy Reactions
	57	Spin Kick	7	Action	MGS2	2	ATK 60 Special: Knockdown, Area of Effect
	58	HF Blade	5	Weapon	MGS2	4	ATK 100 Special: Melee Weapon
	59	Dual Blades	6	Weapon	MGS2	4	ATK 90 Special: Bleeding, Breaks Equipment
	60	Briefing	5	Action	MGS2	2	Special: Gives You a New Card Hand
	61	EQUIPMENT LV. 3	15	Action	MGS2	4	Special: Used After Equipment LV. 2, Raises Slots to 9
	62	Action ++	15	Action	MGS2	4	Special: Increases Actions Per Turn By 2 (4 Maximum)
	63	Add Fall	5	Action	MGS1	2	Special: Adds Knockdown To A Weapon

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	64	Head Shot	8	Action	MGS2	3	Special: -30 Hit, Instant Kill
	65	Hold Up	6	Action	MGS2	3	Special: Use From Behind Target, Lowers Equipment By 1 Level
	66	Double Action (Cost +)	5	Action	MGS2	4	Special: Doubles Possible Actions for One Round, Doubles Costs of All Actions
	67	Funds	4	Action	MGS2	2	Special: Changes 1 Card In Ally's Hand
	68	Double Action	12	Action	MGS3	4	Special: Doubles Possible Actions for One Round
	69	Survival Knife	4	Weapon	MGS3	1	ATK 6 Slices 6 Special: Bleeding
	70	Choke	7	Action	MGS3	3	Special: Used From Behind Target, Causes Unconsciousness
	71	Attack 1 Enemy	7	Action	MGS3	2	Special: Makes Area of Effect Attacks HIT a Single Block
	72	Hip Shot	4	Action	MGS3	3	Special: HIT -20 Cost -5, Lasts For 1 Turn Or 1 Use

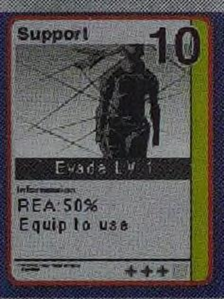
	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	73	Extra Turn	12	Action	MGS3	4	Special: Character Acts Again Next Turn
	74	Scope	5	Item	MGS1	2	Special: HIT +30 For Distant Targets
	75	Body Armor	5	Item	MGS1	1	REA 50 Special: Damage -50
	76	Card LV.1	4	Item	MGS1	1	Special: Opens Level 1 Security Doors
	77	Box A	4	Item	MGS1	1	Special: Allows For Moderate Stealth
	78	Mine Detector	4	Item	MGS1	2	Special: Detects Mines For 99 Seconds
	79	Ration	4	Item	MGS1	1	Special: Restores 150 Health
	80	Handy Survival Kit	6	Item	MGS1	1	Special: Restores 100 Health To An Ally
	81	Stealth	5	Item	MGS2	3	Special: Stealthy To Enemies For 20 Seconds

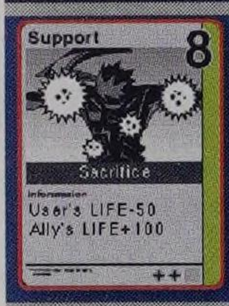
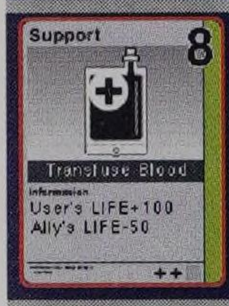
RESEARCH AND DEVELOPMENT

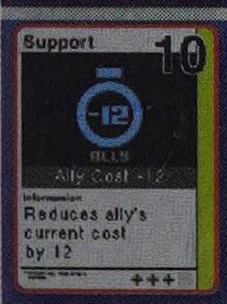
	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	82	Uniform-R	8	Item	MGS2	2	Special: Disguise, -50 Front Damage, -80 Rear Damage
	83	Uniform-B	8	Item	MGS2	2	Special: Disguise, -80 Front Damage
	84	Uniform-G	8	Item	MGS2	2	Special: Disguise, -100 Rear Damage
	85	Card LV.2	4	Item	MGS2	1	Special: Opens Level 2 Security Doors
	86	Box B	4	Item	MGS2	1	Special: Allows For Moderate Stealth
	87	Bomb Switch	5	Item	MGS2	2	Special: Triggers All Explosives That Require A Detonator
	88	Styptic	4	Item	MGS2	2	Special: Stops Bleeding
	89	Handy Medical Kit	6	Item	MGS2	2	Special: Restores +10 Health To An Out Of Action Ally
	90	Survival Kit	9	Item	MGS2	3	Special: Restores +200 Health To Ally

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	91	Medical Kit	9	Item	MGS2	3	Special: Restores Full Health To An Out Of Action Ally
	92	Book	5	Item	MGS2	1	Special: Lures Enemies And Delays Them
	93	Cool Book	5	Item	MGS2	2	Special: Lures Enemies And Greatly Delays Them
	94	Phase Down	5	Item	MGS2	4	Special: Lowers Alert Level By 1 Rank
	95	Timer	4	Item	MGS2	1	Special: Detonates All Timed Explosives After 10 Seconds
	96	Thermal Goggles	4	Item	Chronicle	2	Special: Displays Infra Red Light For 40 Seconds
	97	Box C	4	Item	Chronicle	1	Special: Allows For Heavy Stealth
	98	Ceramic Armor	6	Item	Chronicle	2	REA 80 Special: Damage -80
	99	Bomb Blast Suit	8	Item	Chronicle	3	REA 100 Special: Prevents Burns, Damage -100

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	100	Ration B1 Unit	4	Item	Chronicle	1	Special: Restores 200 Health To Character
	101	Ration B2 Unit	5	Item	Chronicle	2	Special: Restores 250 Health To Character
	102	Ration B3 Unit	6	Item	Chronicle	3	Special: Restores 300 Health To Character
	103	Builder Bed	8	Item	Chronicle	4	Special: Restores 50 Health Per Turn
	104	Gijin-san	12	Item	Chronicle	4	Special: ATK +30 To All Characters For Entire Stage (Points Halved On Completion)
	105	Dark Loans	11	Item	Chronicle	5	Special: Ignores All Damage For 3 Turns (Health Reduced to 1 Afterward)
	106	Solar Bank	11	Item	Chronicle	5	Special: Damage Received For 3 Turns Is Set to 10 (Health Restored Afterward)
	107	Box D	4	Item	MGS3	1	Special: Allows For Great Stealth
	108	Bandage	12	Item	MGS3	2	Special: Restores 400 Health

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	109	Styptic +	6	Item	MGS3	1	Special: Stops Bleeding, Restores 100 Health
	110	Front Evade LV.1	4	Support	MGS1	1	REA 50 Special: Dodges Front Attacks
	111	Back Evade LV.1	4	Support	MGS1	2	REA 50 Special: Dodges Rear Attacks
	112	Evade LV.1	10	Support	MGS1	3	REA 50 Special: Dodges All Attacks
	113	Endurance	7	Support	MGS1	2	REA 60 Special: -5 Damage From All Bullets
	114	Hang	4	Support	MGS2	1	Special: Can Hang Off Of Certain Areas For 30 Seconds
	115	Handy First Aid Kit	4	Support	MGS1	2	Special: Restores 200 Health To Ally
	116	Cost -4	0	Support	MGS1	1	Special: Reduces Cost By 4
	117	Ally Cost -4	6	Support	MGS1	1	Special: Reduces Ally Cost By 4

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	118	Front Evade LV.2	5	Support	MGS2	1	REA 75 Special: Dodges Front Attacks
	119	Back Evade LV.2	5	Support	MGS2	2	REA 75 Special: Dodges Rear Attacks
	120	Evade LV.2	12	Support	MGS2	3	REA 75 Special: Dodges All Attacks
	121	Climb	4	Support	MGS2	1	Special: Can Climb Walls For 40 Seconds
	122	Sacrifice	8	Support	MGS2	2	Special: -50 User's Health, +100 Ally Health
	123	Transfuse Blood	8	Support	MGS2	2	Special: +100 User's Health, -50 Ally Health
	124	First Aid Kit	6	Support	MGS2	3	Special: +300 Ally Health
	125	Cost -8	0	Support	MGS2	1	Special: -8 To Cost
	126	Ally Cost -8	8	Support	MGS2	1	Special: -8 To Ally Cost

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	127	Mute	5	Support	MGS2	2	Special: Negates Sound For 30 Seconds
	128	Hand Grip	4	Support	MGS2	1	Special: Adds To The Duration Of Hang
	129	Reaction Block	7	Support	MGS3	1	Special: Stops Enemy Reactions For 20 Seconds
	130	Front Evade LV.3	6	Support	MGS3	1	REA 100 Special: Dodges Front Attacks
	131	Back Evade LV.3	6	Support	MGS3	2	REA 100 Special: Dodges Rear Attacks
	132	Evade LV.3	14	Support	MGS3	3	REA 100 Special: Dodges All Attacks
	133	Cost -12	0	Support	MGS3	3	Special: -12 To Cost
	134	Ally Cost -12	10	Support	MGS3	3	Special: -12 To Ally Cost
	135	Genome Soldier	4	Character	MGS1	1	Special: Move 4 Blocks

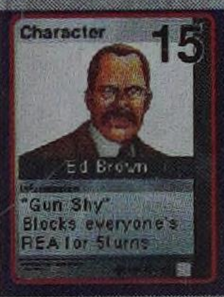
	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	136	Liquid Snake	4	Character	MGS1	5	Special: Adds 40 to ATK, Hit, And REA For 20 Seconds (Cannot Attack Afterward)
	137	Roy Campbell	5	Character	MGS1	4	ATK 150 Special: 5*5 Attack Against Targets In Area
	138	Otacon	6	Character	MGS1	1	ATK +10, HIT +10 Special: Strong Vs. Armor
	139	Sniper Wolf	5	Character	MGS1	2	Hit +50
	140	Vulcan Raven	8	Character	MGS1	3	Special: Single Target Attack Hits A 3*3 Area
	141	Metal Gear REX	30	Character	MGS1	5	ATK 200 Special: Hits A 5*5 Area
	142	Cyborg Ninja	6	Character	MGS1	4	ATK 50 Special: Hits Any Target In Map
	143	Psycho Mantis	8	Character	MGS1	4	Special: Distracts Enemy, Long Duration
	144	Mei Ling	10	Character	MGS1	3	Special: Doubles Ally's Interference, Lasts For 30 Seconds

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	145	Genola	5	Character	MGS1	5	Special: Knocks All Enemies Unconscious
	146	Solid Snake (MGS1)	6	Character	MGS1	5	Special: Restores 500 Health To User
	147	Naomi Hunter	5	Character	MGS1	2	Special: Restores 10 Health Every 5 Seconds, Lasts Until Full Recovery
	148	Meryl Silverburgh	4	Character	MGS1	3	Special: Halves Current Cost
	149	Gurlukovich Soldier	4	Character	MGS2	2	Special: Move 5 Blocks
	150	Revolver Ocelot	4	Character	MGS1	1	Special: Disables Melee, Reduces Shooting Attack Times To 2
	151	Emma Emmerich	8	Character	MGS2	3	Special: Dodges All Attacks For 1 Turn, Destroys All Of User's Equipment Afterward
	152	Fortune	10	Character	MGS2	5	Special: Dodges 20 Attacks
	153	Vamp	6	Character	MGS2	3	Special: Restores 1 Health To User Per 2 Points of Damage Done To Enemies

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	154	Solid Snake (MGS2)	4	Character	MGS2	1	Special: User Can Hang Off Areas For 90 Seconds
	155	Iroquois Pliskin	4	Character	MGS2	1	Special: User Can See Infra Red Light
	156	Solidus Snake	8	Character	MGS2	4	ATK 50 Shots 4
	157	Metal Gear RAY	30	Character	MGS2	5	ATK 250 Special: Attacks In a 1*5 Line
	158	Jennifer	5	Character	MGS2	2	Special: Converts Delays Dealt Into Damage Against the User
	159	Olga Gurlukovich	4	Character	MGS2	1	Special: Changes 3 Cards In Current Hand
	160	Johnny Sasaki	5	Character	MGS2	1	Special: Changes All Cards In Current Hand
	161	Raiden	4	Character	MGS2	2	Special: Leaps 3 Blocks
	162	Gurlugon	4	Character	MGS2	4	Special: Delays Human Enemies 15 Seconds

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	163	Gray Fox	5	Character	Chronicle	3	ATK +20, HIT +5 Special: Improves Close Quarters Combat For 1 Turn
	164	Solid Snake (MG)	6	Character	Chronicle	2	Special: Returns Used Weapons To User's Hand
	165	Big Boss	5	Character	Chronicle	5	Special: Mission Points Are Doubled
	166	Machinegun Kid	4	Character	Chronicle	1	Special: Enables SMG And Assault Rifles
	167	Fire Trooper	6	Character	Chronicle	3	ATK 100 HIT 90 Special: Burns, Area Of Effect
	168	Metal Gear	20	Character	Chronicle	5	ATK 30 Special: Bleeding, Area Of Effect
	169	Running Man	4	Character	Chronicle	3	Special: Moves Character Up to 8 Blocks
	170	Solid Snake (MG2)	7	Character	Chronicle	4	Special: Adds 100 to Maximum Health
	171	Chris Jenner	5	Character	Chronicle	2	Special: Converts Knockdowns Against User Into 20 Damage

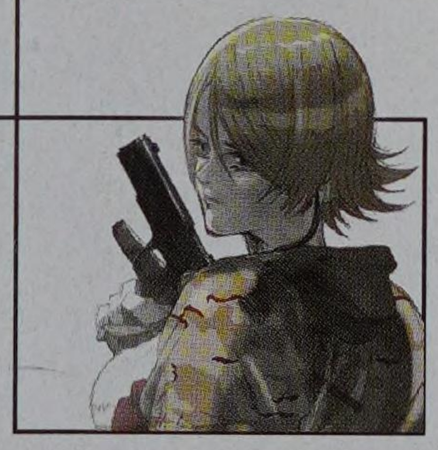
	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	172	Marionette Owl	4	Character	Chronicle	2	Special: Doubles Sight in Dark Areas For 40 Seconds
	173	Viper	6	Character	Chronicle	2	Password: Viper, Special: Destroys 1 Assault Rifle Held By Target
	174	Pyro Bison	8	Character	Chronicle	3	ATK 120 HIT 70 Special: Burns, Area of Effect
	175	Metal Gear Gander	20	Character	Chronicle	5	ATK 100 Special: Damages 5 Random Targets In Map
	176	IdeaSpy 2.5	7	Character	Chronicle	3	Special: Halves Cost Of All Cards For 5 Turns
	177	Gillian Seed	6	Character	Chronicle	3	Hit 100 Special: Next Attack Automatically Hits (Lasts 1 Turn)
	178	Mika Slayton	5	Character	Chronicle	1	Password: Mika, Special: User Loses 2 Cards, Ally Switches 3 Cards
	179	Metal Gear MK-II	4	Character	Chronicle	1	Special: Sorts Cards
	180	Jonathan Ingram	0	Character	Chronicle	4	Special: Reduces Current Time By 20

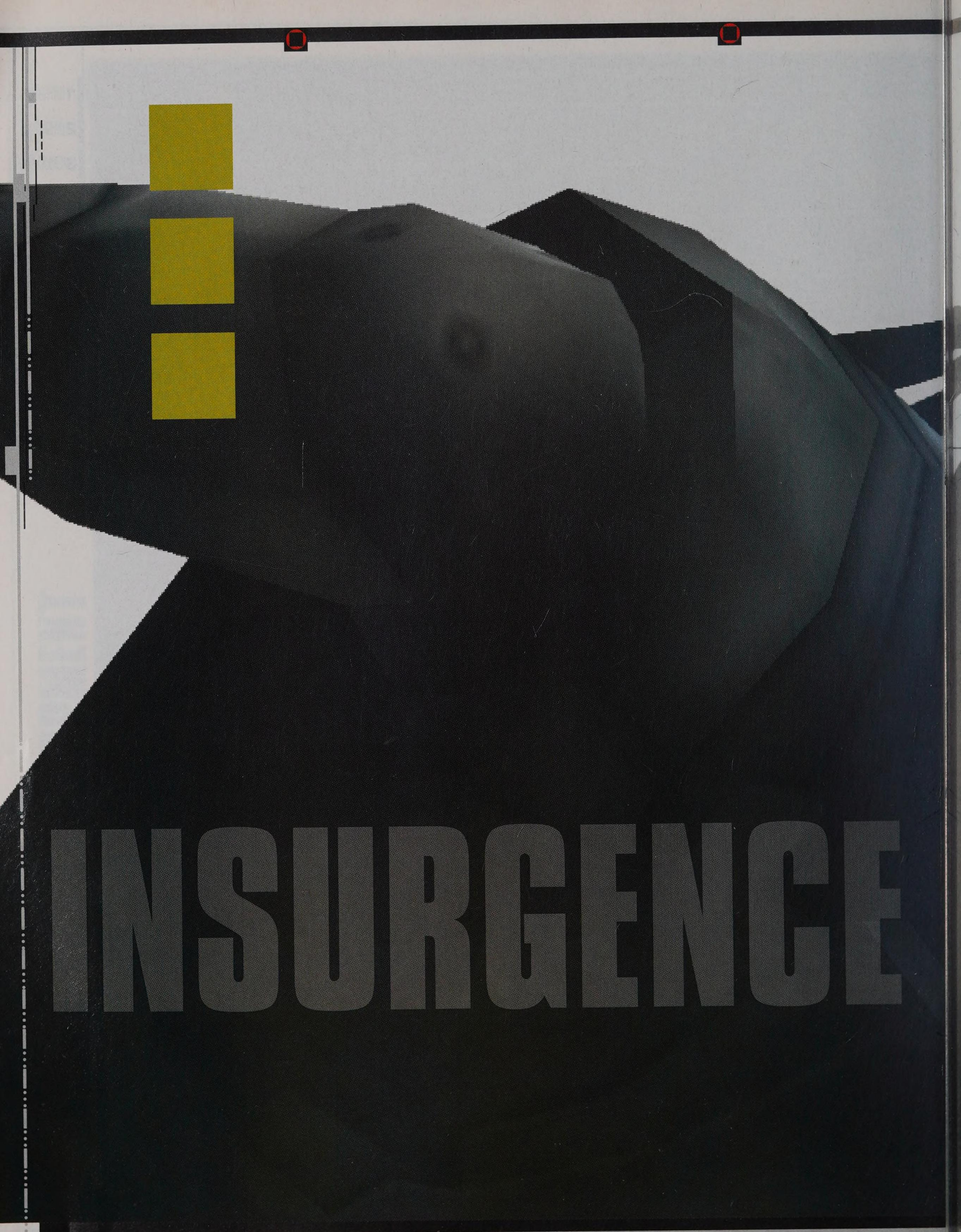
	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	181	Tony Redwood	10	Character	Chronicle	4	Special: All Targets Gain a 100% HIT Rate For 3 Turns
	182	Karen Hojo	5	Character	Chronicle	1	Password: Karen, Special: Destroys 2 Ally Cards, User Switches 3 Cards
	183	Ed Brown	15	Character	Chronicle	4	Special: Negates All Reactions For 5 Turns
	184	Jehuty	8	Character	Chronicle	5	Password: Jehuty, Special: Destroys Equipment On All Targets
	185	ADA	8	Character	Chronicle	3	Special: Reduces Move Cost To 1 For 3 Turns
	186	GRU Soldier	5	Character	MGS3	2	Special: Moves Character Up to 5 Blocks
	187	Ocelot Unit	4	Character	MGS3	3	Special: Moves Character Up to 6 Blocks
	188	Major Zero	5	Character	MGS3	1	Special: Displays All Enemies In Dark Areas For 5 Turns
	189	Y.B. Volgin	7	Character	MGS3	2	Special: Destroys 1 Hand Gun When Target Is Shot

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	190	N.S. Sokolov	7	Character	MGS3	2	Special: +10 ATK Vs. Armor
	191	Naked Snake	13	Character	MGS3	3	Special: Triggers 1 Close Quarters Combat Move
	192	The Boss	18	Character	MGS3	5	Special: Triggers 1 Close Quarters Combat Move
	193	The Fury	9	Character	MGS3	2	ATK 140 HIT 80 Special: Area Of Effect Attack
	194	Shagohod	20	Character	MGS3	5	ATK 120 Special: 10*10 Attack Against Everyone In Area
	195	Ocelot	8	Character	MGS3	3	Special: Disables All Attacks (Save Punch) Against A Single Target For 30 Turns
	196	EVA	6	Character	MGS3	2	Special: For 30 Cost, Disables Close Quarters Attacks For A Nearby Target
	197	A.L. Granin	0	Character	MGS3	2	Special: Turn User's Current Time To 15
	198	Sneaking Suit	8	Item	MGS1	4	REA 100 Special: -5 Damage From Bullets (Snake Only)

	CARD NUM.	NAME	COST	CARD TYPE	PACK	RARITY	NOTES
	199	XM8	8	Weapon	MGS3	5	Password: Xmeight, ATK 50 HIT 60 Shots 6 REA 70 Special: Random Effects On Target, Moves User Up To 6 Blocks (If Used To Move)
	200	Yuka Kosaka	10	Character	Chronicle	3	Password: Sabrage
	201	Asaki Yoshida	10	Character	Chronicle	3	Password: Nomel
	202	Yuu Saito	10	Character	Chronicle	3	Password: Elyts
	203	Eri Shibuya	10	Character	Chronicle	3	Password: Maeb
	204	Stinger (MGS2)	10	Weapon	MGS2	2	ATK 180 Special: Only Targets Machines

1 BRIEFING: INTRODUCTION
2 ESPIONAGE: STORYLINE
3 COMPLICITY: CHARACTERS
4 CONTROL SYSTEMS
5 EVALUATION & OPERATIONS
6 RESEARCH & DEVELOPMENT
7 INSURGENCE: WALKTHROUGH



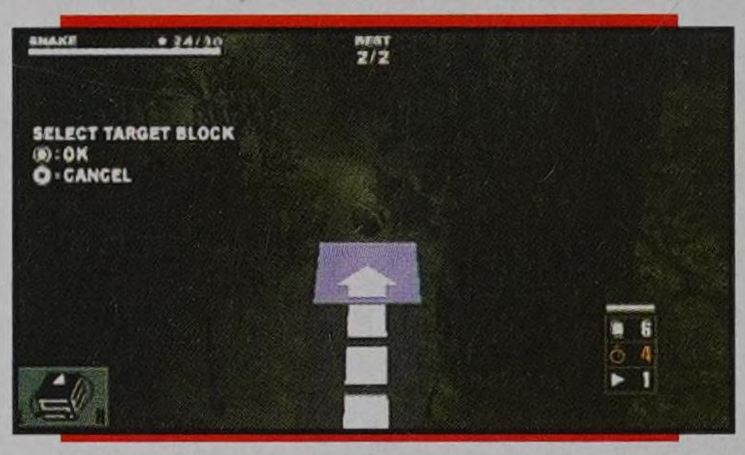

INSURGENCE

STAGE 01
INSURGENCE

And now for the most important part of all: enter the hidden facility and discover the significance of Pythagoras. Alice is already in position, and she'll feed you as much information as she can. You're equipped with a fine spread of useful gear as well, and there should be plenty of assets within the facility that you can "liberate."

WARMING UP: THE TUTORIAL

After the game's introduction, Roger contacts Snake to lead him through the area outside the facility. This is a chance to get your feet wet before things get too intense. The selection of cards is set (for now), and even your actions are guided while Roger explains the most basic concepts of *Metal Gear Acid*.



SKIPPING SCENES

Most of the scenes in this game can be skipped by pressing START. For players going through the game a second time, this is a good way to get into the action as quickly as possible.

You gain initial control after being contacted in the forest. Your hand of cards consists of a Socom, Genome Soldier, Claymore, Body Armor, Evade, and some Rations. Being helpful, Roger shows you the basics of movement here. Use the Genome Soldier to move a full four blocks ahead through the forest trail. Roger continues to explain things from there, going over more basics. A short scene follows, so that you are brought up to date on the unfolding situation with Senator Viggo.

After watching the next movie, you come back to find that Snake is nearing the main facility. Roger explains that many cards are suitable for movement (not only the ones that specialize in such), and he demonstrates this by having you use the Body Armor card to move and face the nearby ladder. Instead of selecting to stay or go prone after doing this, use the Ladder Up command to climb to the next level.

Next, Roger talks to Snake about equipping certain cards. This is done for certain weapons, for armor, and for reactive abilities. In this case, he wants you to equip Evasion (Front Evade LV 1). Do so, and then end your turn; Snake is out of actions and can't do anything else at this point.

During your next turn, use another Genome Soldier to move closer to the gate at the top of the hill. Be sure to face the gate when completing Snake's movement; this keeps the area in his line-of-sight. Because of that, it is simple to use the Socom during your next action to shoot the lock off of the gate. This ends the tutorial and gets you into a real mission!

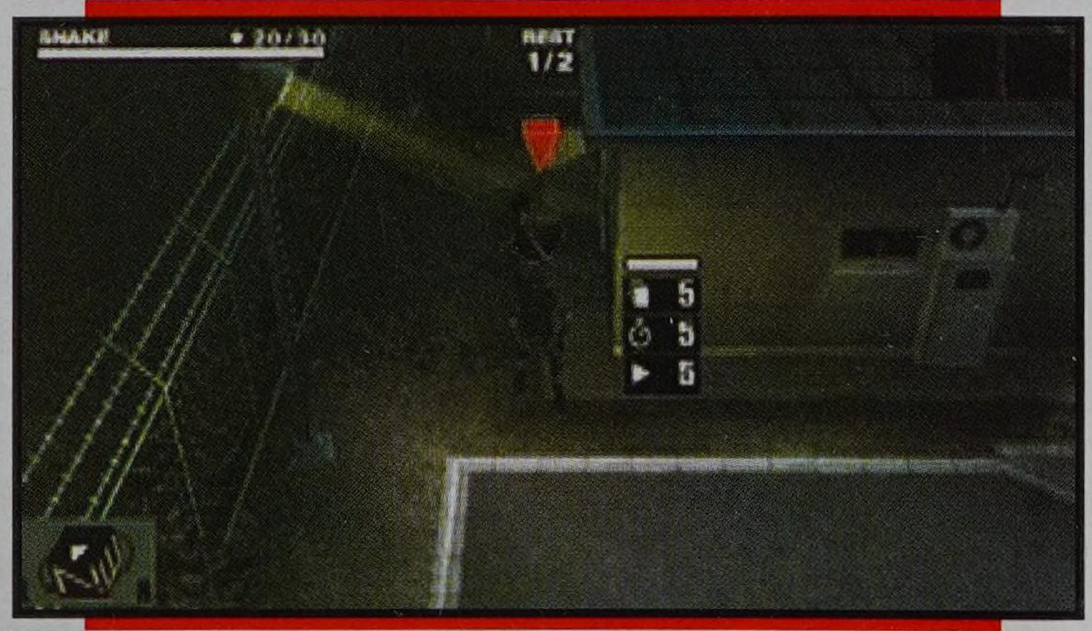
STAGE 01

Active Guards: 4 Soldiers
Card Packs: MGS1 * 3
Special Items: None
Suggested Cards/Deck: Preset deck

THE FRONT GATE

The street by the main building is lightly guarded, and the soldiers out here aren't terribly well prepared for someone of Snake's caliber to siege the place. Yet, setting off the alarm is a fast way to get into trouble with reinforcements. Beginning here and now, stealth is always important.

The first of four guards stands on the other side of the building where you begin. There are many ways to defeat this enemy, and he is entirely unsupported. Move to the north side of the building, toss a Grenade next to the unsuspecting grunt, and end your turn. Or, approach his side of the building and end your turn. With your next turn, move into position and face the soldier, then use your weapons at close range for high accuracy and lethality.



STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
STAGE 09 (REUNION)
STAGE 10/05 (RETURNING FOR THE PSG-1)
STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

This structure is marked A-01, and there are no guards inside it. However, take the extra time to move east after the guard is dead and open the building's door by walking next to it. Inside the small structure is an MGS1 Pack (free cards are a great thing, especially this early in the game).

Three more soldiers watch the north side of the street. Of these, only the man on the left patrols much, and he only walks back and forth in a small alley. This makes the western guard a better target; he is the one most likely to notice anything happening to his friends, yet they can see nothing of him.

Move around the southern side of the buildings and use your Action + if it comes up. Then, in a quick burst, use a full set of actions to slip behind the guard when he is facing the truck; use your Socom or HF Blade to cut down this hapless target, and then end your turn. No one hears or comes to investigate when the kill is made this silently.

Next, go to the western side of A-03 and set a Claymore there if you have one ready. Otherwise, simply slip against the wall and end your turn. With a full turn ready, knock and run to the south. As the guard from the main gate comes down, hurry to the eastern side of the area to kill the guard over there with any of your guns (the other soldier won't be close enough to hear). Plus, if you were able to set a Claymore, that guard runs directly into it. Even if not, he'll return to his position and be alone—proper Grenade bait.

The two buildings in front of the gate (A-02 and A-03) also have MGS1 Card Packs. Get these when the level is clear.

At the Intermission, the Deck Editor is explained to you. After that, save your game and take a look at the cards in your collection. There isn't much to customize quite yet, but you can put in the free packs and any bonus cards from the first mission to replace any of the items that aren't quite your style, such as the Mine Detector.

THE QUEST FOR PERFECTION

The methods used to complete the first stage of *Metal Gear Acid* are fast to master and fun for almost all players. However, we maintained element of caution in those directions, and being cautious won't always get you an S-Ranking, eh? Using these sidebars, we'll explain some of the more intense methods to achieve victory in each mission.

First off, remember that a perfect victory is to take Snake through a mission without killing a single enemy! This is always a challenge; the stages are longer and harder in the future, but you also have far more cards to assist in the process. Thus, the bar is set high from the beginning, but it doesn't become impossible.

Note that this playstyle often demands that a player give up on the free cards that are lying around—you can come back to most stages later to get them, so it isn't always a permanent loss. This stage is an exception because you won't be able to come back. That, combined with the increased challenge of being stealthy without a proper deck, means that novice players may want to wait for their second pass through *Metal Gear Acid* to try these tactics.

Alright, for Stage 01 there isn't much to worry about. The primary goal is to move north, ignore the eastern guard entirely, and then hug the western approach to the gate. Wait until the patrolling western guard turns his back, and slip by him (still using the buildings for cover).

The final soldier of the level doesn't move or look away. Set up your big turn by getting behind the wall by A-03, on its west side. End your turn, and then knock at the beginning of your next turn. From there, move to hide at the north end of the map. The gate guard runs past to investigate the noise, and you simply slip through during the activity.

You won't have been seen, it'll be fast, and you killed no one; you receive all three bonus cards and many points from your S-Ranking.

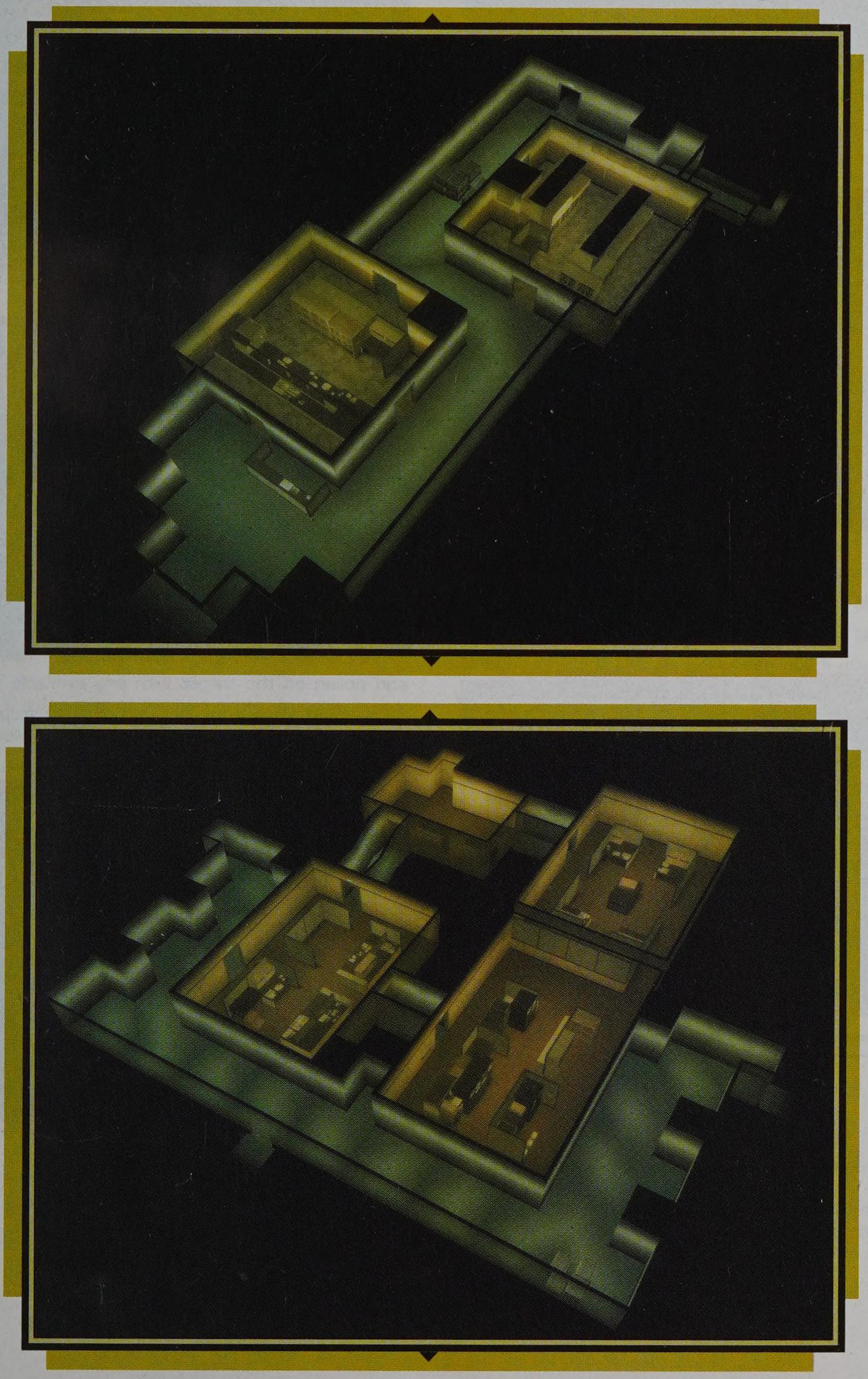
STAGE 02

RECEPTION AREA

Active Guards: 4 Soldiers, 3 Cameras
Card Packs: MGS1 * 3
Special Items: None
Suggested Cards/Deck: Extra ranged weapons, high movement

ADMINISTRATION ROOMS

Active Guards: 4 Soldiers, 2 Cameras, 1 Robot Guard
Card Packs: MGS1 * 1
Special Items: None
Suggested Cards/Deck: N/A



STAGE 01
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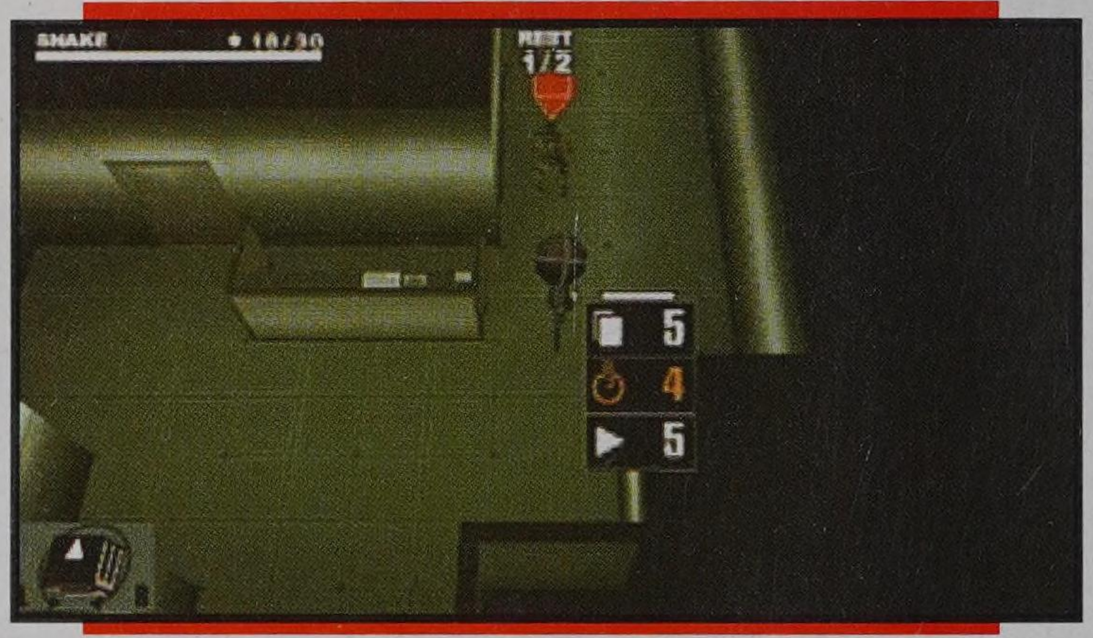
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

RECEPTION AREA

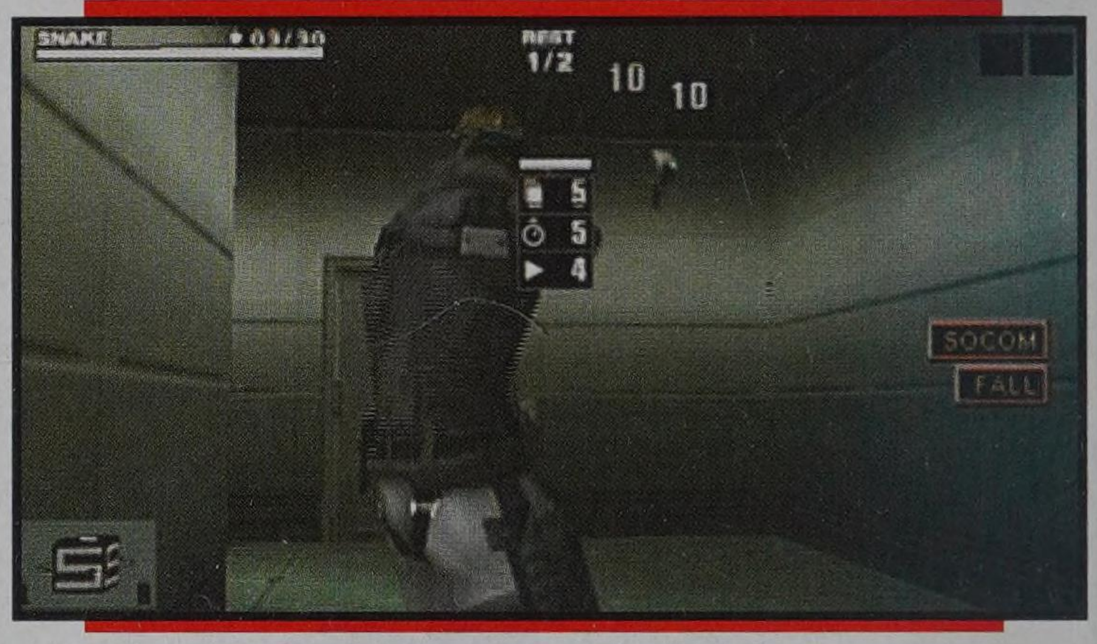
You aren't able to replay areas yet—and the points from missions are only worthwhile after the Card Shop opens anyway—so the way forward is to dive into the second mission without delay. Use Map Select and move Snake up to the second area.

Luckily, there aren't any guards watching as you walk into the entryway. There are, however, two guards by the first room to the north: one outside the room, and the other inside the northern section of that room. For a very safe kill, move a single time during your first turn to approach, then slip behind the guard for an attack on the second round—even the Socom does the trick at close range.



Then, destroy the camera ahead and decide whether you want to enter the room via the southern door (there is an MGS1 Pack down in that section). The guard is so busy patrolling that he won't see you if you head back at this time. In general, that soldier isn't worth taking down unless you specifically enjoy solving problems with violence.

March north along the eastern passage, but only go one step past the door to that first room. A second camera watches your hallway, and it'll detect anyone walking forward from where you are—examine the device's line-of-sight by scrolling over it while scanning the map. Use a Socom or any convenient ranged weapon to destroy this camera.



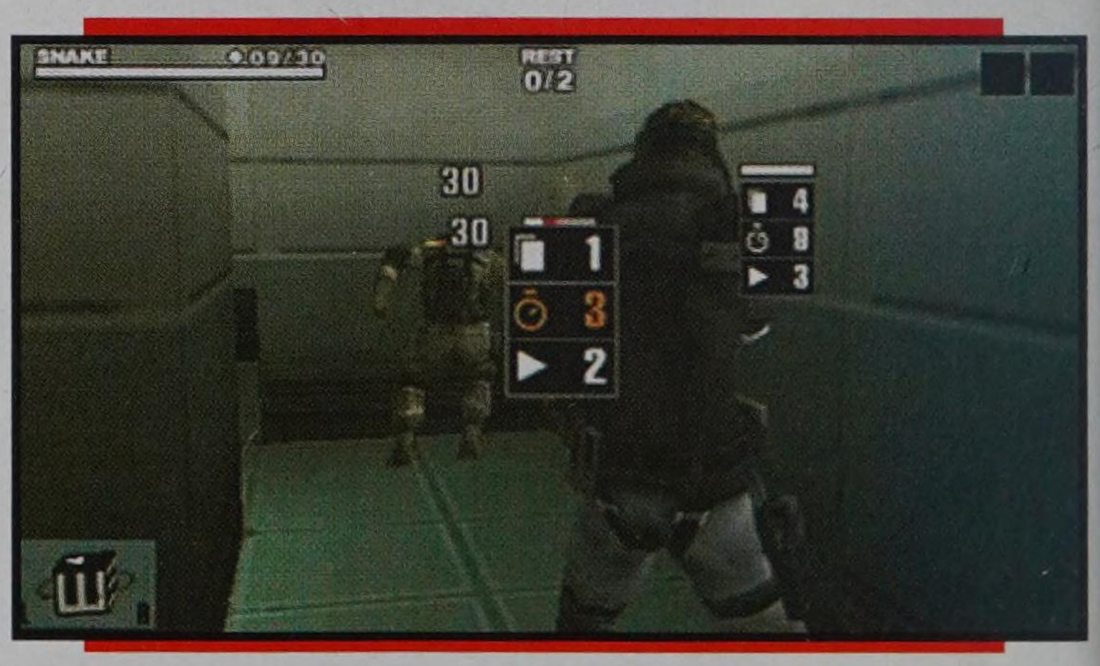
Then, with a full turn prepared, open the door to the next room and shoot the guard inside. He has his back turned unless you make excessive noise. Before entering that room, decide if you want the second MGS1 Pack in this level—it's to the west, out in the hall. A third camera watches the approach to these cards, so you must use another weapon attack to break that device. Approach directly from the south side of the cards to keep from being seen by the patrolling soldier north of the barricade.

Move back to the northern room and walk through it. Open its door on the far side but stay there until the final soldier turns his back and starts to walk east into the cubby. Move behind him and polish off the target with any available weaponry. Take the third MGS1 Pack from that corner, then step on the light square to move into the next part of this stage.

UNBLINKING EYES

There are a few useful things to know about the surveillance cameras:

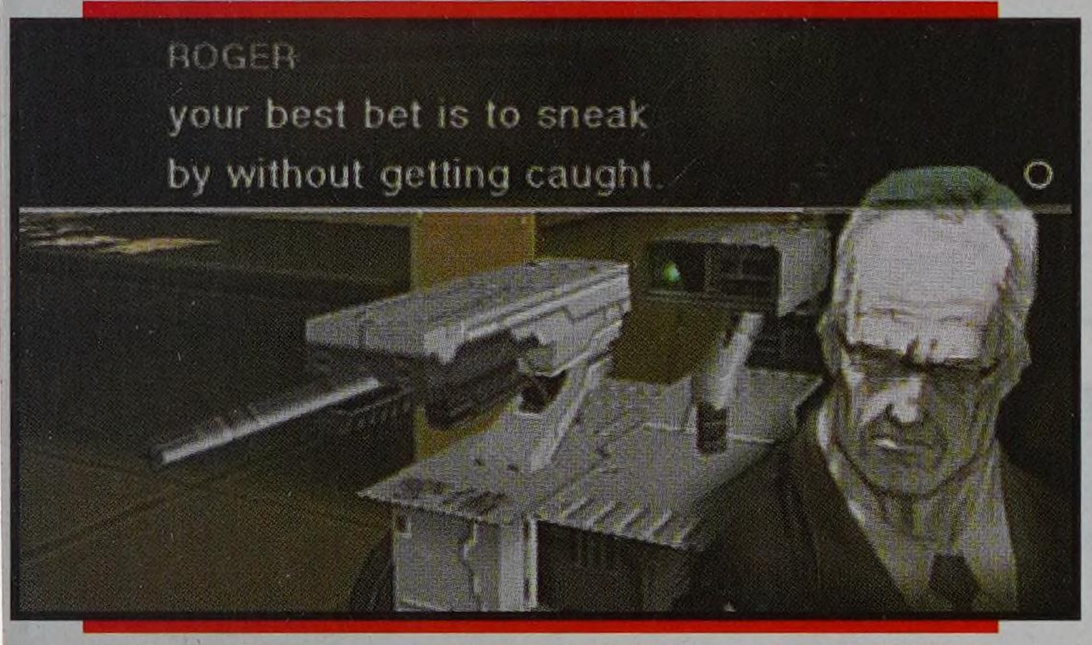
- None of these devices see directly under their positions, so many can be avoided without destruction.
- Cameras don't count toward kills, so they can be disabled without harming your special goals.
- Cameras that spot you instantly trigger alerts.
- Though these cameras are for observation only, armed versions appear before too long!



ADMINISTRATION ROOMS

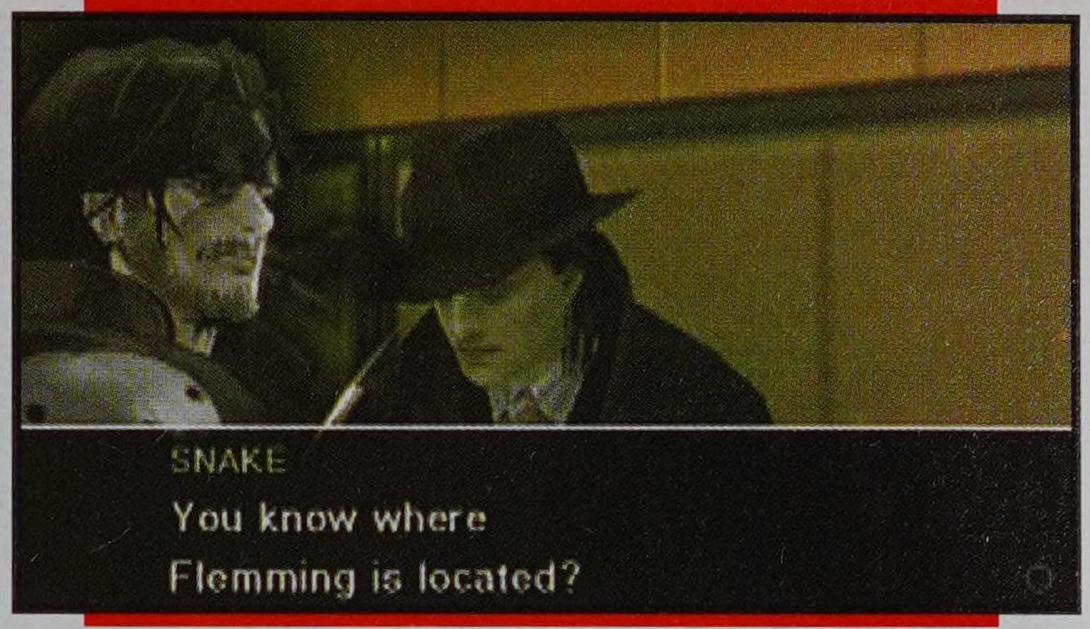
The second area is better patrolled, but that shouldn't stop you for long. Your first goal here is to get into the deeper part of the large room network to your north. Move to the west and stay behind the wall until the soldier in the next hallway comes on down. He'll turn to the side and expose his flank, inviting a deadly attack. Bring down the camera there as well, and then stalk north. Enter the doorway on your right and listen to Roger when he calls.

An armed robot patrols this part of the offices. Stay on the western side of the room (hidden from view) and wait for the robot. The machine moves south first, and then turns north in its scan of the region. As it starts to move again, slip behind it along the bottom edge of the room and use the door on the east to get out of there; the northern door requires a Key Card that you do not yet possess.



You are spotted on the far side of the two doors, but the person involved is not a soldier. Indeed, this is someone you wish to follow. Move along the southern side of the next room and steal the MGS1 Pack in the middle part of the cubicles. Doing this quickly allows Snake to avoid being spotted by the lone guard. Then, slip back and to the eastern side of the room. Walk along that wall as the soldier patrols south, and continue to the northern end of the chamber. This soldier isn't a threat to you and doesn't need to be killed.

Entering the next administrative room starts a scene. Talk to Roger and your new contact. Finish this interesting conversation and leave the administrative area. Slip back to the main hallway, avoiding the soldier and robotic sentry (if they are still intact), and move east in the hall.



There are two soldiers in the eastern end of the main hall. Don't use explosives against these enemies, even if they present ideal targets—the noise will be detected and an alert is bound to follow. Instead, stay down the corridor at the bottom of the hall, four blocks from the lowest point that the guards patrol. When one of the soldiers stops, he won't be in range to see you. He will, however, be in range for a Famas burst. After that, it is a matter of patience to wait for the second guard and ambush him from behind with a mundane weapon.

Leave the level via the door marked by a blue circle to finish the stage. Enjoy the commercial for the newly-opened Card Shop, then head over there to take a look at their merchandise. It is also an option to replay this mission, if you are interested in getting additional points for card purchases. Subsequent missions also become available after you beat them, though Stage01 and the Tutorial remain locked, because neither are daunting enough for a person with Snake's skills.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
STAGE 09 (REUNION)
STAGE 10/05 (RETURNING FOR THE PSG-1)
STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

A TOUGH RUN WITHOUT KILLING

There are a few tricky points as you make your way through this mission, especially without relying on the easy kills. First, run along the corridor, slipping behind the initial guard and into the side room. Ambush his buddy when that soldier goes into the far corner; knock him down with a Stun Grenade or Punch, then hurry past to reach the outside corridor again. You are now beneath the arc of the cameras, and they won't see you.

Walk to the next room and get behind the bookcase just east of the entrance. Knock on that during the beginning of your next turn, then rush north to avoid the guard as he comes to see what is going on.

Avoid the last guard entirely by running behind him as his patrol takes him away from the white circle that marks the next area. Run through safely—you are halfway done!

Walk to the west and wait for the soldier there to turn north. Slip behind him and ignore the camera by moving directly along the wall. Use the same method to slip by the robot, which isn't hard because of its primitive patrol pattern. Avoid the eastern guard in the same fashion, and then make contact up north. Return, using the same methods, and get back to the southern hallway. This second map was quite easy up until the final stretch, but this is where it gets tricky.

Wait for both of the soldiers to be up near the top of the area before advancing at all—they must *not* be able to spot either of the blocks at the southern point of their hall. Your plan is to knock on the wall just at the corner. During your turn, run east and stay there; you are in plain view, but the soldiers will run past and head west. This places Snake behind them, and he isn't exactly planning to wait for them to turn around!

Take the opportunity to run north and exit the map. If you knock a few blocks west, instead of knocking on the corner, only one of the guards might be in range to hear—that is *bad*. Be sure to knock as close as possible to the hallway, when the soldiers are still far enough north not to see you slip east.

STAGE 03A

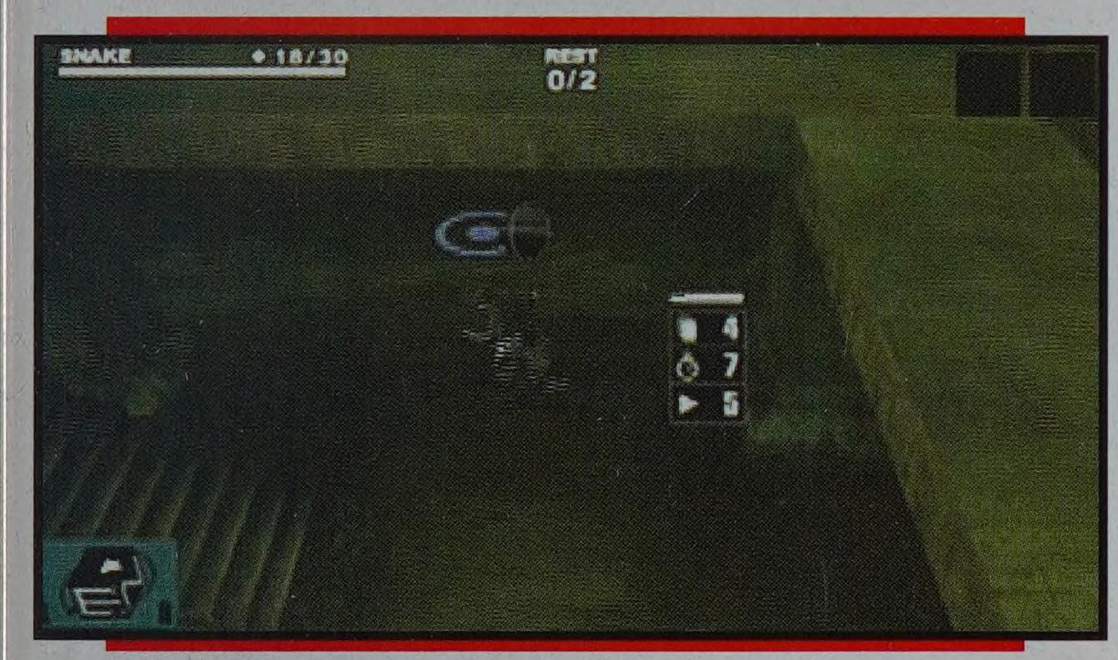
Active Guards: 4 Soldiers, 1 Camera
Card Packs: None yet
Special Items: None
Suggested Cards/Deck: Bring a full four Socoms, if possible

WEAKNESS IS THE DEFENSES

This is a very short stage at this point in the game. You won't be able to advance very far into it, for now, but this is a great way to earn some fast points for the Card Shop. Take any deck that you want in here without too much fear, because there are only a few guards and a camera to bypass.

Your goal is to sneak into this area, which is badly damaged from a previous attack, and find a weak spot in the walls here. The most difficult part is to do this without alerting the guards, who are obviously a bit on edge.

Move north into the area directly. There is a place to crawl forward as well, but it is over on the side and isn't needed at the moment. Hug the stairs, but do not climb them—there are guards up there, and this is a wonderful spot to earn free cards by avoiding all kills. After ending your first turn, attack the camera that is watching the damaged wall ahead of Snake. Destroy this with a Socom, and then move in front of the wall to examine it.



As you talk to Roger, one of the guards above takes the enemies into a Caution Phase—he heard the camera go kaput. Luckily, no one comes charging down the stairs because of this. Hug the stairs and rush back out of the area! This is wonderfully fast and simple. Done well, you need little time and receive an S Victory (without being spotted, and with high speed and zero kills). This earns Snake three free cards for his collection!

Knowing that C4 is needed to advance, by blowing up the weakened section of wall, you must sneak through the western minefield and into the area's armory. Save your game, buy a pack or two of MGS1 cards to continue filling out your deck, and then head to the next stage.

EASY ON THIS RUN!

The nice bit about this run is that you achieve all of your objectives and special goals without any extra effort. Done by the simplest strategy, you receive full marks, all extra cards, and get to go home in good shape. If only it were always so simple.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
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STAGE 12 (SECOND ASSAULT)
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STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

STAGE 04A

Active Guards: 3 Soldiers (and fast reinforcements)
Card Packs: MGS2 * 2
Special Items: None
Suggested Cards/Deck: Mine Detector, Famas

LOWER MINEFIELD

This is a very short level that connects the armory. Having a Mine Detector is great because there are a number of dangerous traps set in the field where the guards patrol. They know where to step; you must equip the Detector if you desire to turn the tables on them. Once you see these Claymores, it is possible to go prone and crawl onto their yellow blocks (the square where the mine was deployed) and safely collect the explosive. These can then be used against your enemies by setting them in previously safe zones and knocking to get the guards to run forward.

FAST FOES

If you are detected at any time in this level, the guard who spots you can call for help and get a single soldier to come through the west gate, even before an alert is sounded. A second guard comes in the next round as well, unless the original soldier is outright killed—merely distracting him from his calls won't be enough to stop the flow

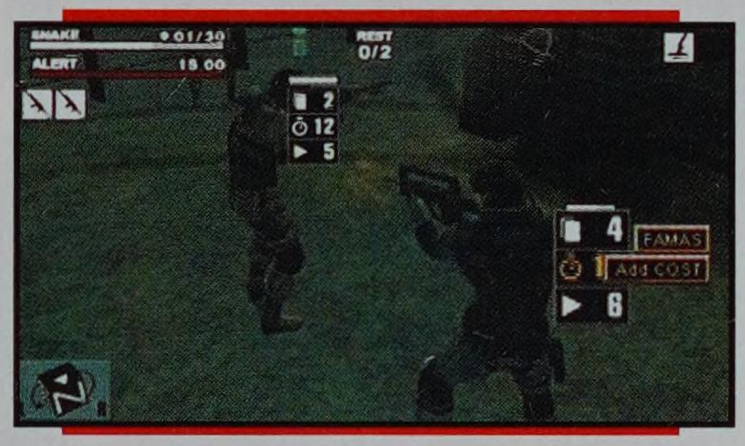
A splendid treat is hidden in the shack near your starting point. Look inside for a free MGS2 Pack! From there, creep out into the field and stay cleanly between the southern boxes and the house—stay just north of the boxes, as there are mines just below the house *and* to the right of the crates. Another pair of Claymores is along the northwest edge of the area, in case you need them for anything.

Advance on the soldiers to the west and gather an assortment of weapons in your deck while doing so. Of the three enemies ahead, one stays to the west of the truck all the time, while the others move back and forth. The lower of the two wanderers comes back frequently, and he'll be your first target. Stay away from the truck and out of visual range while waiting for the guard to come forward alone. A good place for this is north of the boxes while prone; the guard realizes that something is amiss when he comes into range, but he'll end his turn without outright spotting you.

Use a burst of Famas fire to slice him down, and then approach the truck. The two remaining guards divide and head toward opposite ends of the vehicle; because the northern guard isn't likely to have line-of-sight on your approach, charge him and take him down with weapon fire. The sole surviving enemy walks back and forth after this, exposing himself often as you prepare a final assault!

Walk calmly out of the western gate at this point. The only mines are in the corner and won't get in your way, and no alerts have been sounded, so no reinforcements are coming.

This is a great level to replay for spare points; the map's brevity makes it easy to get a high score *and* repeat the area a number of times without a substantial investment. On top of that, players who perfect the level are able to get extra cards with each run by meeting the special goals, and Speedy is easy to get in this stage.



WATCH THAT STEP

Getting an S-Rank here and achieving both Speedy and Not Spotted are simple with a bit of practice. It's the No Kills special goal that makes a perfectionist suffer. Passing the Claymores is still a simple matter; just ignore them entirely once you know where they are.

The issue here is that many of the guards have somewhat awkward patrol patterns—they are based on where Snake is standing in the level, even if he hasn't been heard. Thus, the west guard won't wiggle in his north/south-facing, two-block route until Snake approaches the northern side of the truck. Also, all of the soldiers simply stop patrolling while on the western side of the truck if Snake stays to the east. None of that helps you much.

Okay, back to the advice. Bring enough Action + cards to get Snake up to four actions per turn; it's sloppy, but necessary out here. Wait while standing north of the boxes, one step east from where you hovered in the normal walkthrough—stay above the rightmost of the two boxes. Equip a Mine Detector during this waiting period. Then, use a short turn and a movement card to travel west two blocks and north two blocks. End your turn and trigger the west guard to look and step south.

This will succeed if and only if the other two guards are still at the bottom. Otherwise, you need to pull back and try again. During your full turn, rush behind the western guard and go prone before reaching the corner boxes. Crawl over the Claymores, disarming them in the process. Hide in the corner, by the second Claymore. Then, rush to the end when the coast is clear. Getting the timing right with the guard who patrols around the truck is the vicious bit, but the routine works well when that is perfected.

Honestly, this map is much more fun to take by killing the guards. You only lose out on one special card per run, and it takes *much* less time to rake in the S-Rank victories that way.

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STAGE 02
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STAGE 04A
STAGE 05
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STAGE 14-2
STAGE 14-3
STAGE 14-4

STAGE 05

FIRST FLOOR

Active Guards: 4 Soldiers, 5 Cameras

Card Packs: MGS1 * 4, MGS2 * 1

Special Items: None

Suggested Cards/Deck: Many weapons, cost-reducing cards, Claymore Mines

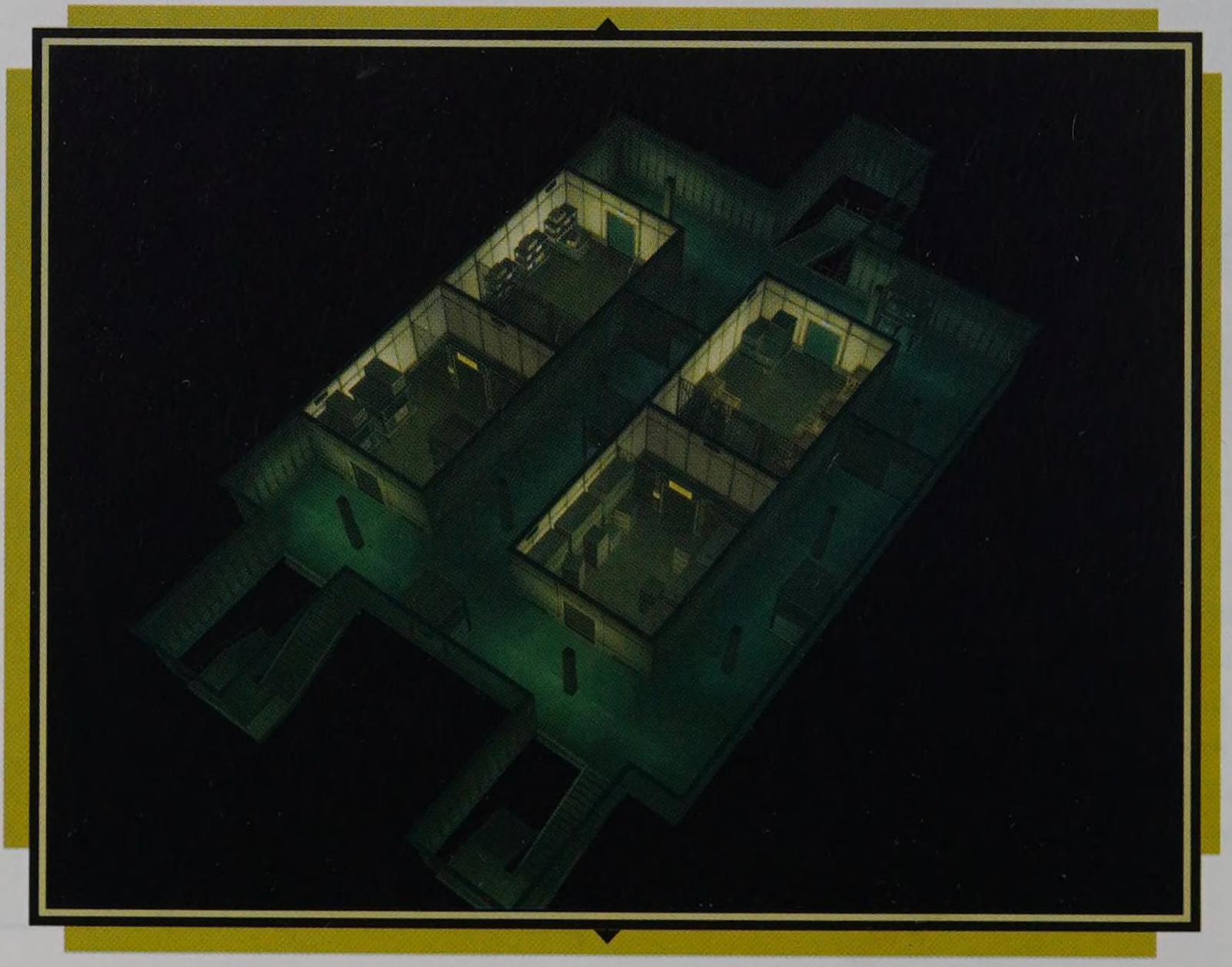
SECOND FLOOR

Active Guards: 2 Robot Sentries, 6 Armed Cameras

Card Packs: MGS1 * 1

Special Items: C4, Otacon

Suggested Cards/Deck: N/A



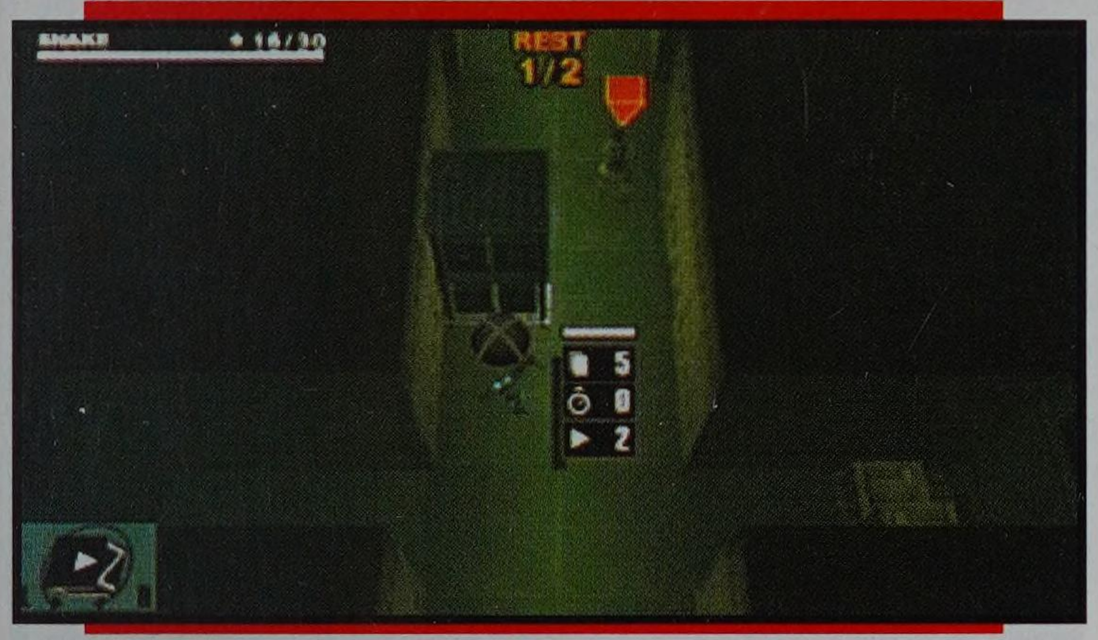
FIRST FLOOR

The armory is an extremely enjoyable level if you like fighting, or a tough stage if pure stealth is your goal. Killing across the level without being spotted isn't too bad at all, but trying to sneak through here takes a very steady hand and inspiring perception.

BODY ARMOR

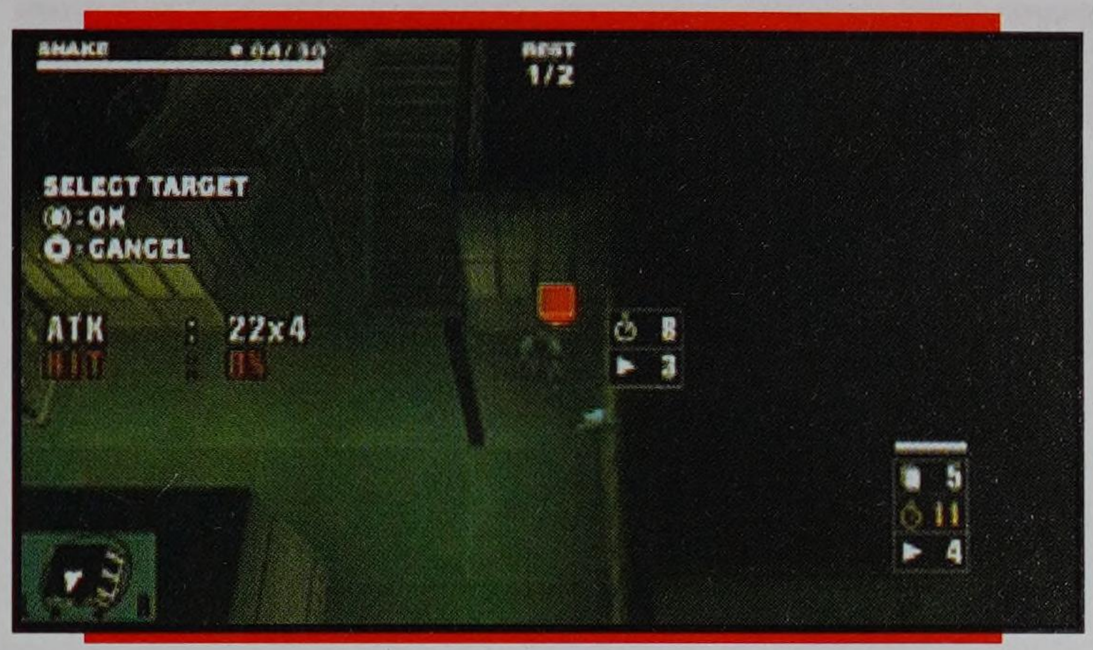
The enemies in this critical area of the base are better prepared for violent action than those you faced in the less sensitive sectors. Expect to see many of them wearing Body Armor. This means that you have to inflict heavy damage to bring them down in a single attack. Close-range Famas bursts are time-efficient because they have high lethality, but you need a high Hit percentage to rely on these.

Use cover while moving west into the open hallway on the first floor. Stay on the south side of the corridor as you approach the first guard. Then wait for a full turn to ambush him when his back is turned; stand just north of the large shelves while making the attack. Ranged weapons are important for this enemy, because the second guard wanders a few squares away from him, and you'll likely be spotted if you try for a close-range kill.



Let your next target come closer while you stay out of range, then rush forward when he faces the north wall. Any type of weapon is fine for the moment, because the other two guards down here are in the southern hall.

Sneak south and stay behind the shelving there. A camera watches the next passage, and there is a guard practically on top of the camera. An Action + is nice to use ahead of time here, though moving into position and tapping a Cost -4 works ideally. Once you have the guard and the camera in sight and next to each other, drop a Grenade next to the couple and shoot it. The eastern soldier won't hear the explosion and your troubles are out of the way.



Advance on the eastern soldier and wait for him to turn his back before walking to the door by the first room ahead. If you wish a safer kill, this is a good area to plant an explosive and knock to draw the foe into his demise. Notice the camera at the end of the hallway and destroy that with a Famas once the soldier is down. The soldier drops an MGS1 Pack of his own, and that is worth collecting. Yet another pack is in the far room.

NOT THE HIDING PLACE YOU IMAGINED

There are two cubbies on the way over toward the eastern guard. Do not use the first one to hide from his view; there is a sensor there to trigger an alert instantly if someone breaks its infrared beams. Who knows why it was put here, but it's the perfect trap for an agent like you.

Either set of stairs in the south leads up to the second floor. The southwest stairs take you closer to the C4 that you need, but there are more free cards on the eastern side! So, the choice is yours—collect the C4 and head out or be thorough and try to snag every free card that isn't nailed down.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
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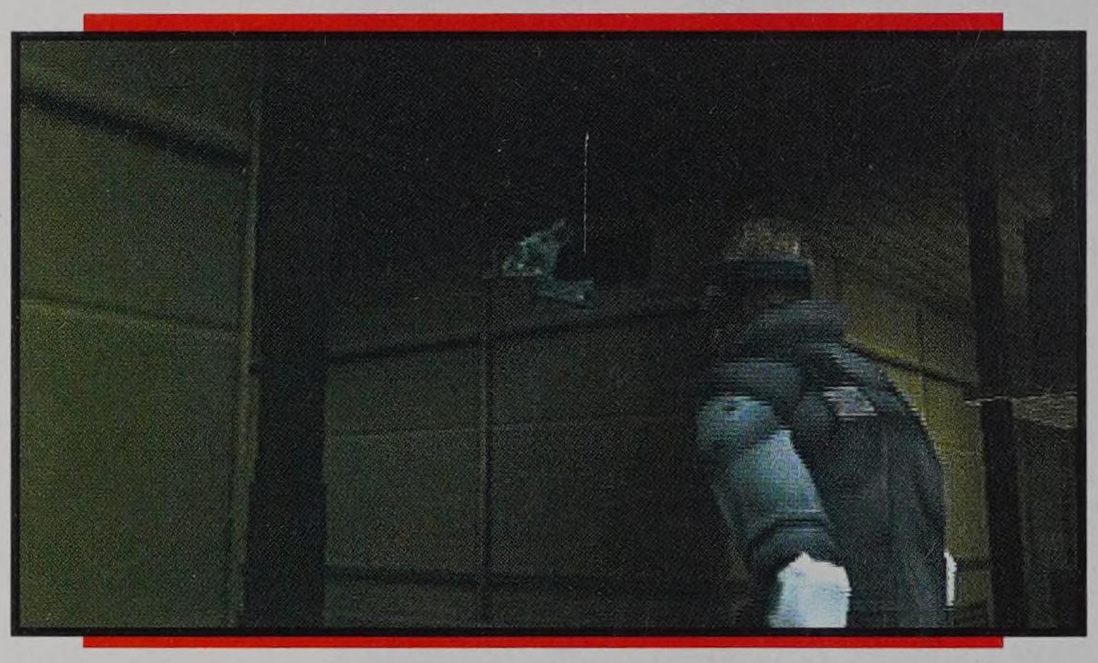
STAGE 14-3
STAGE 14-4

SECOND FLOOR

The southern side of the second floor has two rooms. The west room has a C4 card (required for future missions). On the eastern side is an empty room. More ominous are the hallways themselves. There is a security robot on the left corridor, and there are two armed cameras in each of the lower halls. Destroy the cameras that are watching your area before moving on to collect the C4.

The robot has quite a view of the place, and you don't want to be caught out in the open part of his hall while attacking a camera. Wait until the droid is all the way north in its patrol, then pop out to hit that camera—a Socom at close range should do the trick, though heavier weaponry is obviously fine too. Avoid explosives for now, though.



THEY'RE EVERYWHERE!

Don't rush into the C4 room without looking around. Sure enough, there is another camera watching the inner part of that room. Move to the spot a full block south of the inner door and hit the camera from there.

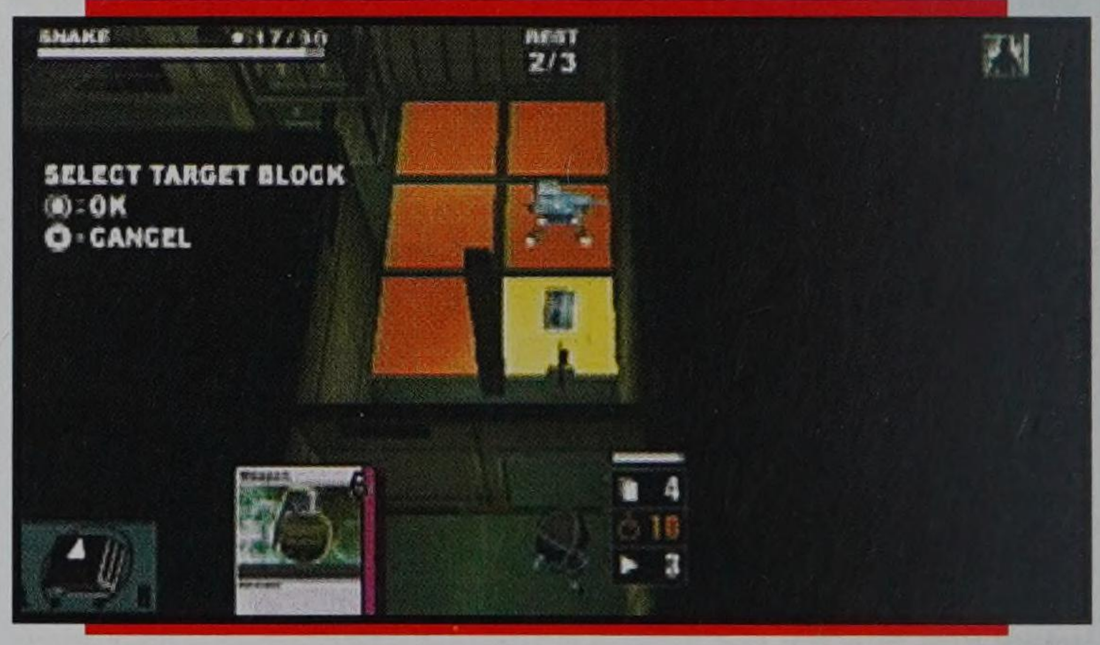
After Roger calls, slip back out of the C4 room and decide if you want to take on further dangers. If not, run down the stairs and head out of here! Otherwise, move to the eastern end of the floor and start building up weaponry for an assault on the cameras and the droid up there. It doesn't take any effort to make it back to the entry point to complete the mission, so we'll continue as if you are going after the extra cards!

S-RANK

You won't be able to get the bonus card packs during an S-Rank attempt in this mission; there is no chance to succeed because of the extra time involved. If you commit to making a second run later or have already gotten the cards and are coming back to get an S-Rank, hurry back to the front using the nearby stairs.

Walk to the point south and west of the shelving and hit the far camera from there. Pick up the MGS1 Pack a tad ahead, then shuffle around until you have a Grenade ready; do this while waiting for the robot ahead to end up with high accrued Cost. Grenade the robot when it's near the camera on the other side of the door—the timing sounds quite specific, but it's actually a common occurrence. When the conditions are right, step forward to open the door and toss the Grenade; it explodes before the robot gets its next turn.

With those two destroyed, the Otacon Card is available by moving a couple steps north.



For even more extra credit, descend the northern steps. Below are extra cameras, but they aren't even armed. Destroy these, and don't explore the western side of the hall (a sensor is there and will trigger an alarm). There is a door there that requires a higher-level security card, so it's worthless for now; come back when you have Level 1 and 2 cards. However, the other two doors in the hall are just fine to open.

The closer room has a free MGS2 Pack, and it's entirely worth the extra legwork to get it. The second room has a single MGS1 Pack. Don't rush in! Crawl into the room and under the sensor that is placed there. This gets you the cards without ruining a perfect run.

Head back to the beginning and enjoy your treasure trove of new cards! Good work.

SIEGING THE ARMORY WITHOUT KILLING?!

The S-Rank in this stage is all about getting in and out quickly. Avoiding the guards and doing things rapidly aren't so tough, so two of the special goals are even decently easy to get. As usual, it's completing the level without kills that requires the most trial and error.

Load up on all movement cards and cost reducers; these are vital to keep your time in the S range. Though shooting for zero kills, take a full spread of Socom cards in your deck—those cameras need to be destroyed.

Move forward normally, and zip over to the second of the northern cubbies when the first soldier turns toward the south wall, which happens very frequently and is predictable. Stay at the top end of this cubby and use a couple turns to find Action + cards and apply them. When the first guard is far to the east, zip to the southern cubby and end your turn. Knock on that next turn and hide north again. The second guard comes over, and while he is busy you are free to head west.

There won't be much time to spare, but any Cost -4s that you have can extend this greatly. Take out the lower camera with a Socom and use those extra actions to slip around the guard there; you know that he'll turn to figure out what happened to the camera, so it's safe to end your turn anywhere away from his path back to the camera.

Then, hurry to get up the western set of stairs. After ascending, take a full breather and restore your hand. It'll be depleted by now. Don't move using your Socoms, because you need them; use those to destroy the cameras that watch the area by the C4, then return to the bottom level when you are done.

Getting back is still a fair challenge, but at least that foul camera is out of the way. Wait for the guard to limit his vision by walking over to the corner, then move up to the shelving again. Knock on the northern side of the shelving on your way up, and hide in the cubby above the main hallway. The second guard goes to investigate, leaving you clear to move one cubby east. From here, it's only a matter of time for the last soldier to walk back, leaving the rest of the hall clear to you. Rush to avoid getting seen at the last moment.

STAGE 01
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STAGE 14-3
STAGE 14-4

STAGE 03A (REVISITED)

Active Guards: 4 Soldiers, 4 Cameras, 1 Robot Sentry

Card Packs: MGS1 * 2

Special Items: Stinger MGS 1 *1, Stinger MGS2 * 1

Suggested Cards/Deck: C4, Famas, Socom, movement cards, Claymore

THROUGH THE BREACH

Return to area 03A with at least one C4 in your deck. After picking up the C4 card from the armory, they start to appear in random packs, so you might already have a couple of them. Move in through the open wall as you did last time, then pause. With a full turn, head up the stairs and gun down the lone guard up top; they are less alert than last time.

Climb back down and cycle through cards, waiting for the C4. This also gives the patroller on the east side enough time to come down and show his head through another break in the wall; he doesn't look over and spot you, so that is doubly nice. Waste him with a short-range Famas burst, because an alarm will soon be raised and you don't want extra company.

Then, plant the C4 when it comes up and retreat at least two blocks from the damaged wall. Shoot the C4 with any weapon at the beginning of your turn and start to flee. Hurry out of the main area and to the corner back in the entry yard; one of the guards can almost make it out there before Caution Phase returns and sends him packing.

HEAR NO EVIL, SEE NO EVIL

Even though your explosion sets of the alarm automatically, this doesn't count as being spotted, because nobody saw you setting the explosive. Thus, you still have a perfect run going—and you needed to use the C4 anyway, so there is no mistake in doing so.

Return to the blasted wall. There is now a full opening there, and Snake can slip through without problem. Begin watching the next three guards while making your way forward. Roger gives Snake a call as he passes the breach, then you are left to exit the level. For the best score, do this without hesitation via the following method. Afterward, we'll describe how to come back and collect several presents.

The two soldiers directly ahead of Snake don't move around a lot at this point. However, they patrol more once you pass through the breach. For a fast and safe exit, move east through another broken section of wall—watch for the cameras there and avoid their gaze by hugging the building's edge. Sneak out without confronting any of the soldiers, and you are done.

To get all of the goodies in this level, return and replay the mission—or stay and follow these instructions on the first run: Instead of heading out the side wall (near the breach), move through the gap and slip slightly up the stairs to your west. One of the guards comes down a ways, but he won't turn to spot you; this brings him far enough away from his buddy for an easy weapon.

The next soldier is a piece of cake, as he is calm and alone. Wait for a full turn, then come around the corner (at his back), and use close-range guns or a blade attack to cut him down. With that area clear, grab the nearby Stinger Missile that is spinning in anticipation of future glory, then climb the stairs.

Take the southern ledge toward the MGS1 Pack, and then move to the eastern side of the map using the upper route. The robot sentry won't start to patrol until it detects some movement, which makes things a bit trickier. The slow method is to set some explosives, inch forward enough to start the sentry on its patrol, and then back away until it triggers the detonation (or you turn and shoot the explosives manually if C4 was used). The fast route is to get close enough for fair accuracy and use a round of double Famas cards for the kill, though this is slightly risky if you roll poorly.

The robot sentry drops a spare pack of MGS1 cards. Take these, and then climb the ladder that the sentry was guarding. Any remaining soldiers come running (if you chose to leave the ones below alive). Climb the ladder soon and move away to keep them from finding you.

There is a storage area at the very top of the ladder; another Stinger is a tad north from where you come up! This is not a trivial thing, because Stingers are *very* important on certain levels. Take this one, and then climb back down the long path. Exit the level when you are ready.

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STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

TOUGHER THAN LAST TIME, BUT NOT TOO BAD

Though it isn't as easy to score all your special goals as it was last time in stage 03A, it's still not as difficult as the harder missions. Bring the usual spread of movement cards and cost reducers, then set out.

Destroy the first, southern camera and back away to avoid the upper soldier who wanders down to investigate. Though you can hide under the camera's area (in the crawl space), it doesn't save much time, so it's better to hurry forward, shoot from the stairs, then back behind the wall while the guard looks around.

The next step is the toughest part, so use an Action + while waiting for the guard on the eastern side to reach the southernmost point in his movements. Then, rush through the breach and slide east. This puts you behind the patroller but away from the two guards in the open area. Use that extra time to get as much movement as possible.

If you are unlucky and can't get the movement cards to show up, watch the guard's time until next turn and use cost reducers to move once, get another turn before he does, then move again.

The exit is just beyond the corner, so you have already succeeded if you can get out of that soldier's patrol path before he turns to come back. It's all about cycling your deck ahead of time to come up with the right configuration.

STAGE 06

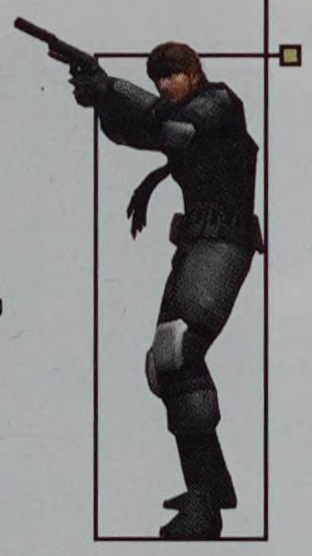
Active Guards: 4 Soldiers, 4 Late-Stage Reinforcements
Card Packs: MGS1 * 4, MGS2 * 1
Special Items: Nikita Missile
Suggested Cards/Deck: Guns (lots of guns), Claymore Mines, cost reducers, Stun Grenade (optional)

THROUGH THE BREACH

This residential area has facility workers stationed at several buildings. Many free cards are available here, but the treats come at a price; there are guards everywhere, and the fighting gets intense if you aren't stealthy.

Sneak to the north from where you start, and use the bush ahead for cover during the approach. Wait until the guard there is facing east, then either kill him at close range or run all the way past him.

DON'T RELY ON LOW DAMAGE ANYMORE



Soldiers in this area have more armor and higher health. This means that a short Famas burst won't kill them at long range, and a Socom simply can't stop them. Use greater discretion from here out, and try to achieve kills by piling as much damage as possible onto a target if you don't avoid them entirely.

One useful tidbit is that enemies take much more damage from their flanks, back, and while on the ground.

ANATOMY OF DAMAGE

POSITION OF ENEMY	DAMAGE DEALT
Flank Attacks	+20%
Rear Attacks	+50%
Ground Attacks	+100%

Walk into the building and get your bearings. Scanning shows that there is a guard in the southern part of the hallway, but that soldier isn't too likely to notice anything for now. Talk to Roger and Alice after entering the structure, then head south through the corridor.

Ignore the first two doors; they open into rooms of little value. But fall prone as you reach the entrance to the third chamber; crawl under the sensors there to avoid an unnecessary alarm, and steal the MGS1 pack inside. Prepare your weapons, wait for the soldier to face south, and then sneak beside him and take the kill!

Crawl into the fourth door, at the bottom of the hall, for another free MGS1 Pack, then leave the building via the eastern doorway. Two more guards watch the next strip of territory, between the two barracks. Before opening the door, watch to make sure that the southern guard is facing east, looking away from you. Exit and gun him down without mercy; he drops an MGS2 Pack that you can later collect.

Wait for the northern guard to look away, then slip behind him for an easy kill. This soldier wastes enough time on his route that you can play it safe by moving up to him and using a Cost -4 for an additional turn before he moves again. Or, go through the door before he turns if you are short on weaponry.

THE LEDGE DOES NOTHING

There is a stone walkway between the two barracks, but the protection this gives you from prying guard eyes is nonexistent! Even crawling around behind the stone barrier offers no stealth. Instead, you must observe the guards before poking your head out the door and rely only on that information to keep you safe.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
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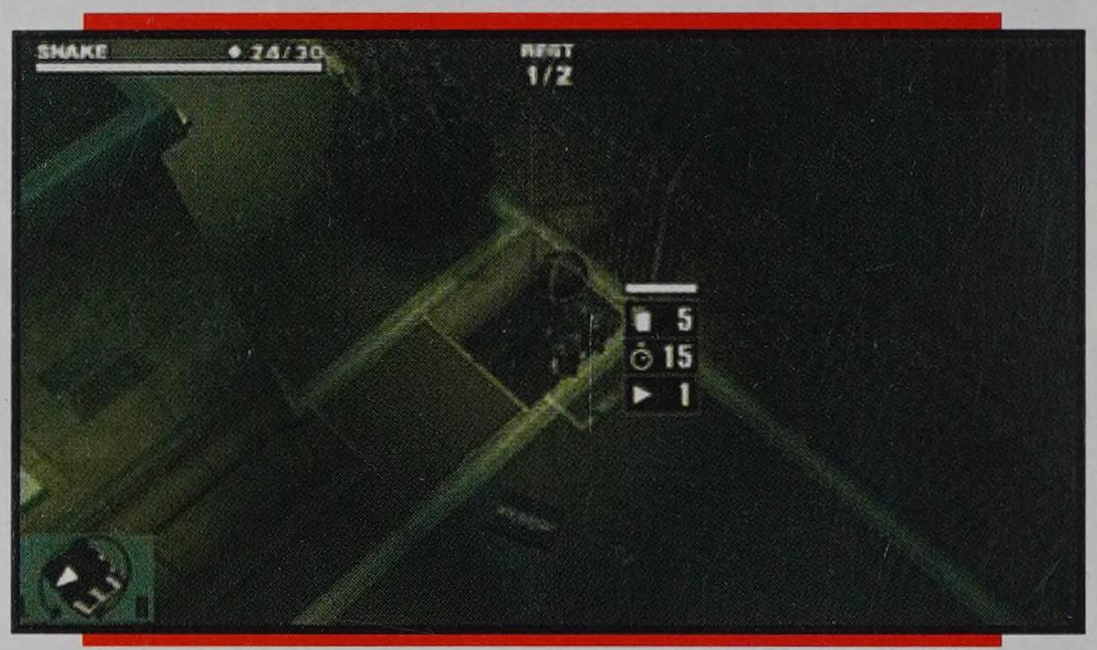
STAGE 14-4

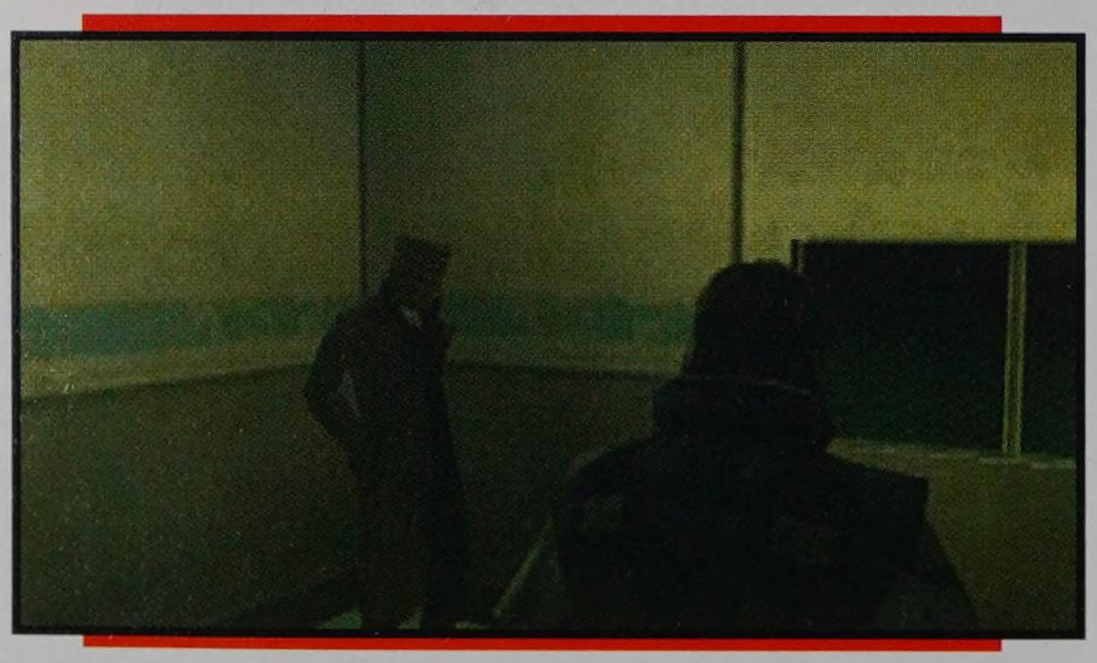
The second barracks has a barrier dividing its north and south ends. Crouch as you approach the north end's lower door and crawl inside for an MGS1 Pack. Then return to the door on the north of the building. This opens to the outside, but doesn't force you onto that walkway. Instead, you are standing in the area where the top guard was. A nearby ladder takes Snake down into a connecting tunnel to bypass the second barracks' barricade.

If you can spare the time, however, move into the nook beside the old walkway and take the Nikita Missile that a careless enemy left there. Climb down the ladder afterward and crawl under the two walkways there. Ascend via the southern ladder and take the MGS2 Pack that dropped from the guard there.



Use the door to the east and enter the lower portion of the second barracks. There aren't any more cards to find in this building, so the exit on the east is all that you need. Use that and cross to the third barracks. A few calls meet you on the way; finish the conversations and walk into the structure. Examine the computer on the north wall, and then crawl into the room to the south for more MGS1 cards.

Explore all of the eastern barracks. The southern room is where a man is being held captive, though his identity is yet uncertain. Move to the outside of the southern room to begin an important scene. You regain control of Snake as a full alarm begins; the alert from it won't shut down even if all of the guards are killed.

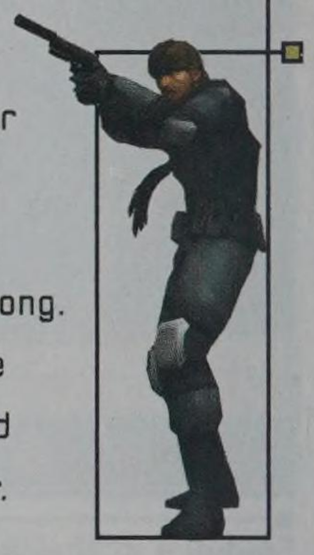


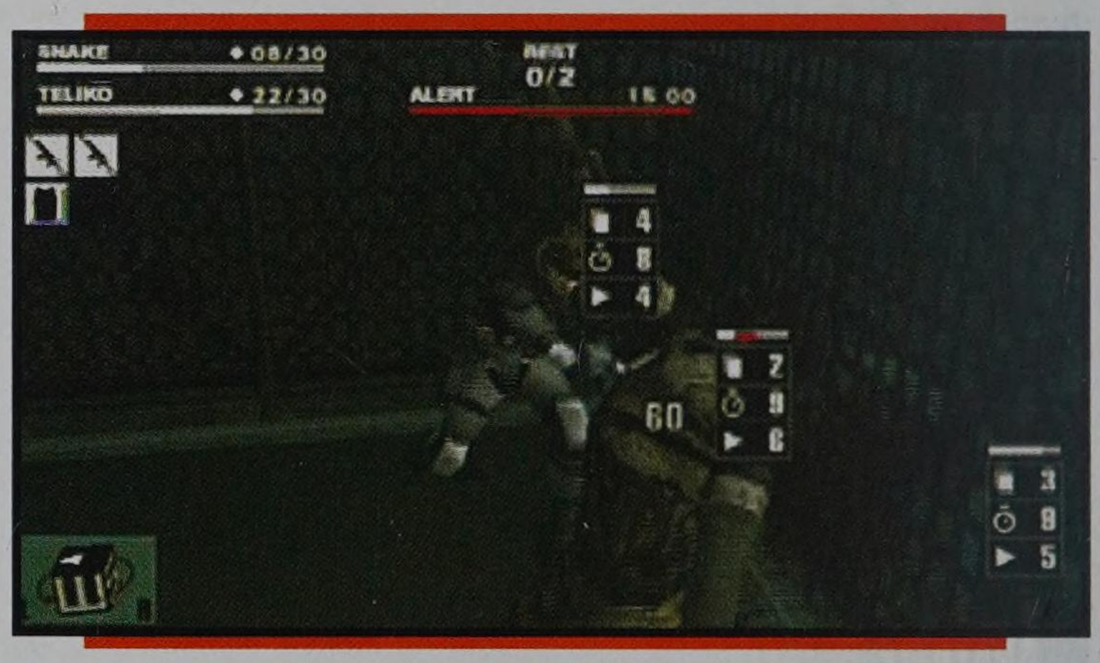
The long and short of it is that three guards are closing on your position. Teliko, a survivor from the previous attack group, is now here to help, and that evens the odds quite a bit. A fourth soldier (with 300 health) is inside the building, but he won't come out unless you try to head in after him; there is no reason to do that, because killing him gets you no rewards.

Rush the incoming northern soldier to keep from being hit on three sides. Smash him down with weapon fire and leave Teliko free to continue making her run on the exit. Snake then faces two soldiers: one coming out the door and the other turning the building's southern corner. Move back while dropping Claymores and such if they are available, or rush in for close-range kills if you have Famas cards and melee attacks to spare.

AN EASY OUT

Getting even a single person to the northern exit completes your mission, whether or not there are still guards after you. For a shorter victory, send Teliko to the north, then hook west and unlock the security door there—the keycard cycles through her deck before too long. After that, it's only a short sprint to the blue circle. Snake can follow behind or stay to hold off the trio of pursuing guards, as you prefer.





You learn a great deal more about the situation after fleeing the compound, and both of you join forces to move against the next area. Because the MGS2 Packs are open in the Card Shop now, it's wise to spend quite a few of your banked mission points! By now, you have so many of the MGS1 cards that it's ideal to focus your energies on this new set. There are better health-restoring items in there, more movement cards (of new types!), and complex weaponry.

IMPOSSIBLE MISSION?

Trying to get all of your special goals during the storyline playthrough of this stage is grueling; the forced combat at the end of the mission creates a scenario where you are almost certain to be spotted or be forced to kill someone. If you are extremely lucky and the cards work out, the process can be done, but there are few guarantees on this run.

For the main part of the mission, things are similar to the standard stealth regimen. Knock on the first building's west wall, and use the bush to hide while the soldier there runs past you. Enter the building and bypass the next soldier via one of two methods. For high cost, you can use an Action +, rest, then knock and crawl into a room. When the guard is at the north end of the building, crawl out of the room, stand up, and hurry along. Or, you can be gutsy and slip past the fool when he walks south and has his head by the wall.

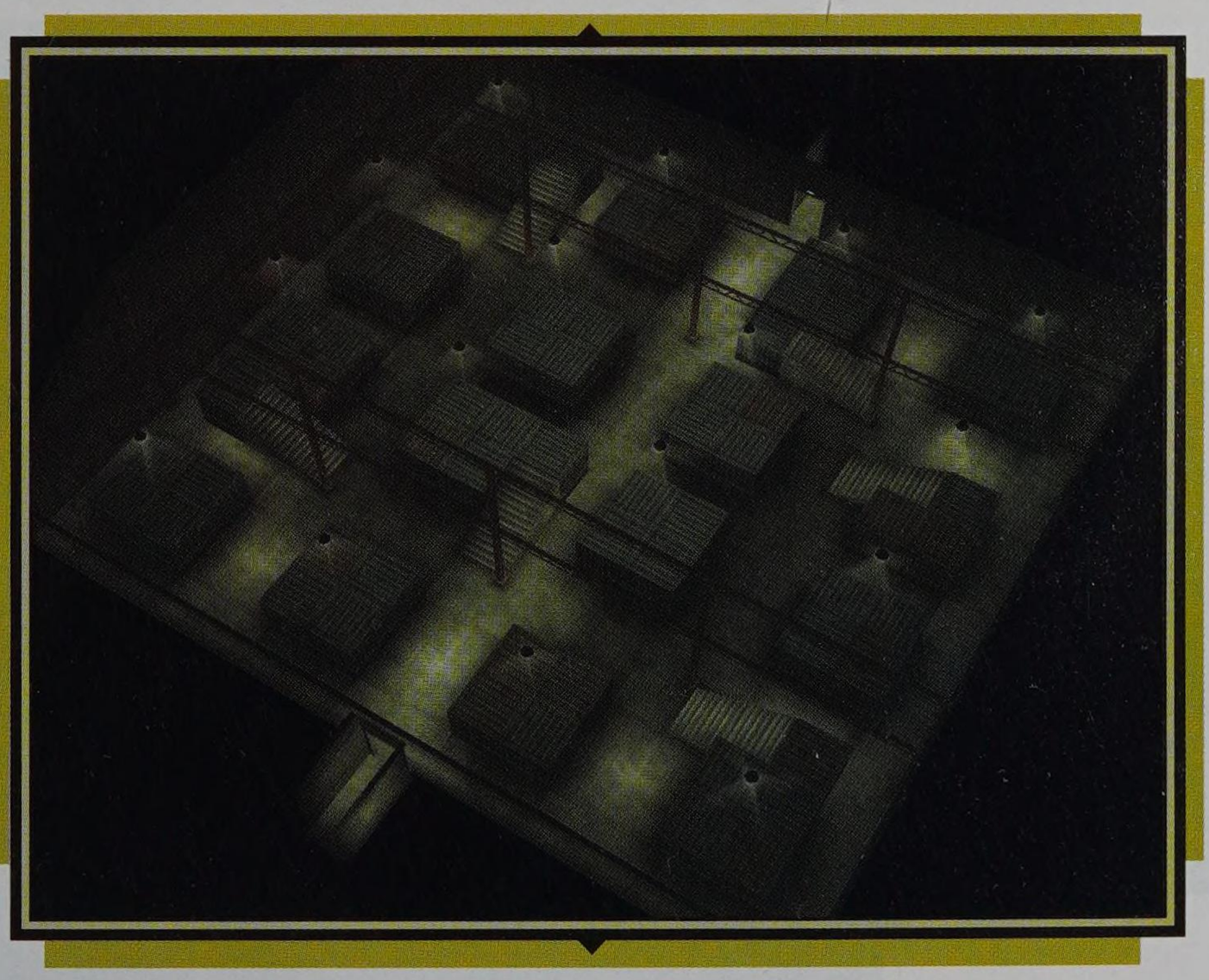
Either way, you must time your route past the second guard so that the outside patroller is facing east when you leave. Scan to see where the north and south guards' vision ranges end, and hide in between while waiting for the moment to enter the next building. Leave via the structure's northern door and climb down the nearby ladder when the north soldier faces south. Use the same technique to climb the other end of the ladder when the southern guard is far west in his route, and hasten to the lower door.

The path is open from there. Trigger the end encounter at the bottom of the last building, but build a supply of useful cards before you do. Cost reducers are *needed*. An Action + ahead of time won't hurt either. To disable the northern guard, Snake and Teliko must work together. Snake requires a Stun Grenade and a Cost -4. Teliko is fine with her starting hand, as she'll have weaponry there.

For the subtle win, Snake tosses his Stun Grenade in front of the approaching northern guard—he can't see Snake at this time unless Snake approaches. Use Cost -4, and then end your turn. Teliko shoots the Grenade and moves forward. Have Snake run north and step on the guard before he rises; this won't be long, but Snake's turn comes almost instantly because of the Cost -4. Then, Teliko races for the exit. When Snake has a full turn, get off of the disabled guard and move at full speed to get away from everyone.

It's not easy, and it takes enough extra time to prepare that these techniques are barely worth the free cards for meeting your special goals. But, it is quite a rush to attempt this level without killing anyone or being seen.

STAGE 07



WAREHOUSE
Active Guards: 4 Soldiers, 2 Robot Sentries
Card Packs: None
Special Items: None
Suggested Cards/Deck: Ranged weapons, Cost Reducers, Books (Purchased in the Card Shop in MGS2 Packs), and some Rations, 1 Stinger/Character

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
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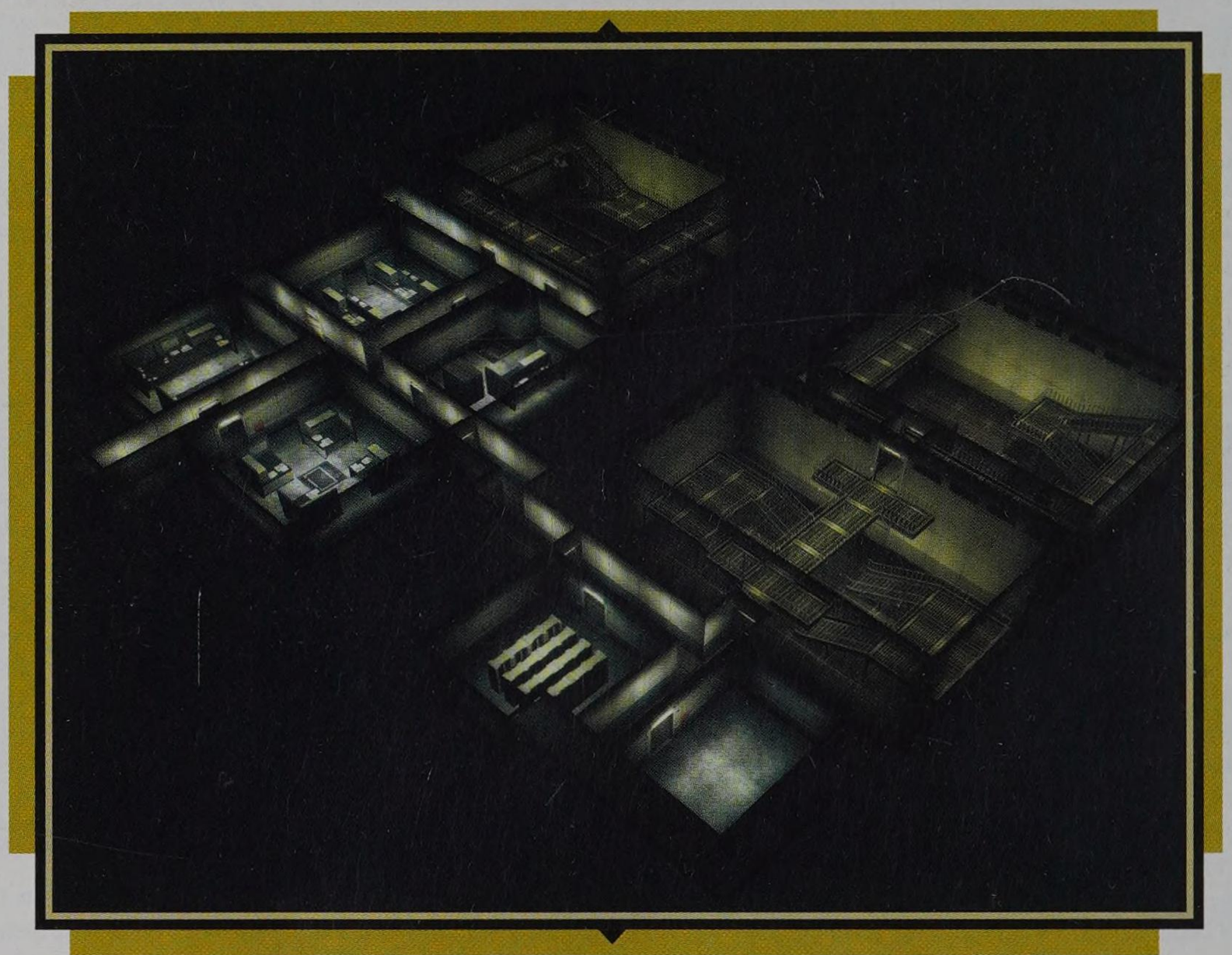
STAGE 14-3
STAGE 14-4

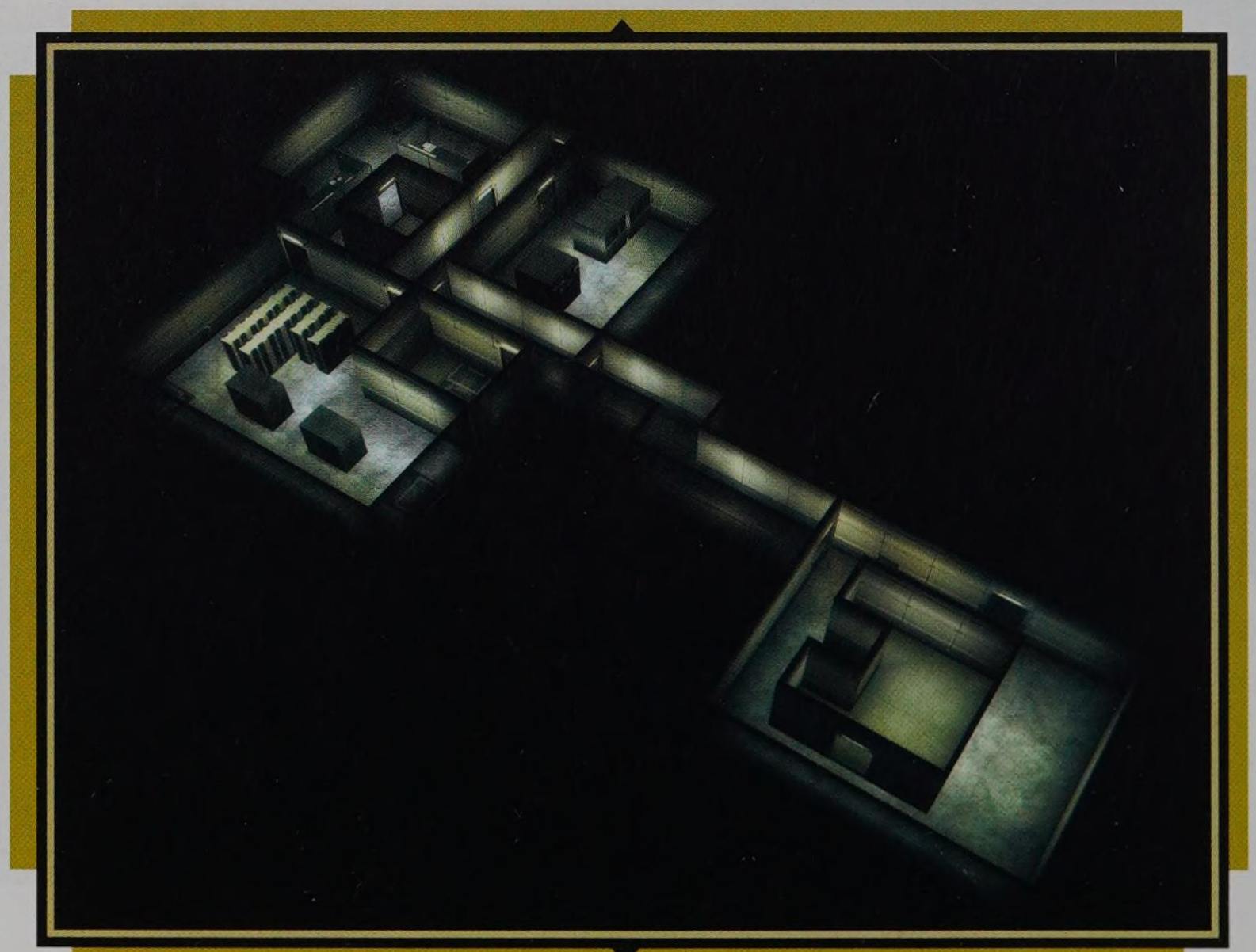
SECURITY STATIONS (FIRST FLOOR: WEST SIDE)

Active Guards: 6 Soldiers
Card Packs: MGS2 * 1
Special Items: None
Suggested Cards/Deck: N/A



DATA CENTER (SECOND FLOOR)

Active Guards: 4 Soldiers
Card Packs: MGS2 * 3
Special Items: None
Suggested Cards/Deck: N/A



SECURITY STATIONS (FIRST FLOOR: EAST SIDE)

Active Guards: 3 Soldiers
Card Packs: MGS2 * 2
Special Items: None
Suggested Cards/Deck: N/A

AN UPHILL FIGHT

This is not a short mission, and there are many soldiers on the path to victory. Any mistake, especially in this mission's first map, means that the enemies will deal some damage to you. Stealthy movement and cautious kills are the best way to go, as recklessness is punished severely.

Take time to configure everyone's decks before entering stage 07. Teliko has many slow weapons, and she benefits from extra movement cards—without these, she falls behind Snake. Adding both Cost Reducers is useful, as always. For the future, you may enjoy the Ally Cost Reducers as well, because they allow characters to support each other and equalize their accrued Costs!

NINJA POWERS

A number of the soldiers in this area can deal damage to your characters during an alert without having line-of-sight. These Ninja abilities are painful, but the good news is that the guards don't know exactly where you are—their powers are special like that.

Run off to a safe spot and let the alert run down. Sure enough, the guards lose their ability to hurt you. Better to avoid getting caught in the first place, of course, but bad luck happens to everyone.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
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STAGE 07 (WITH SPITE)
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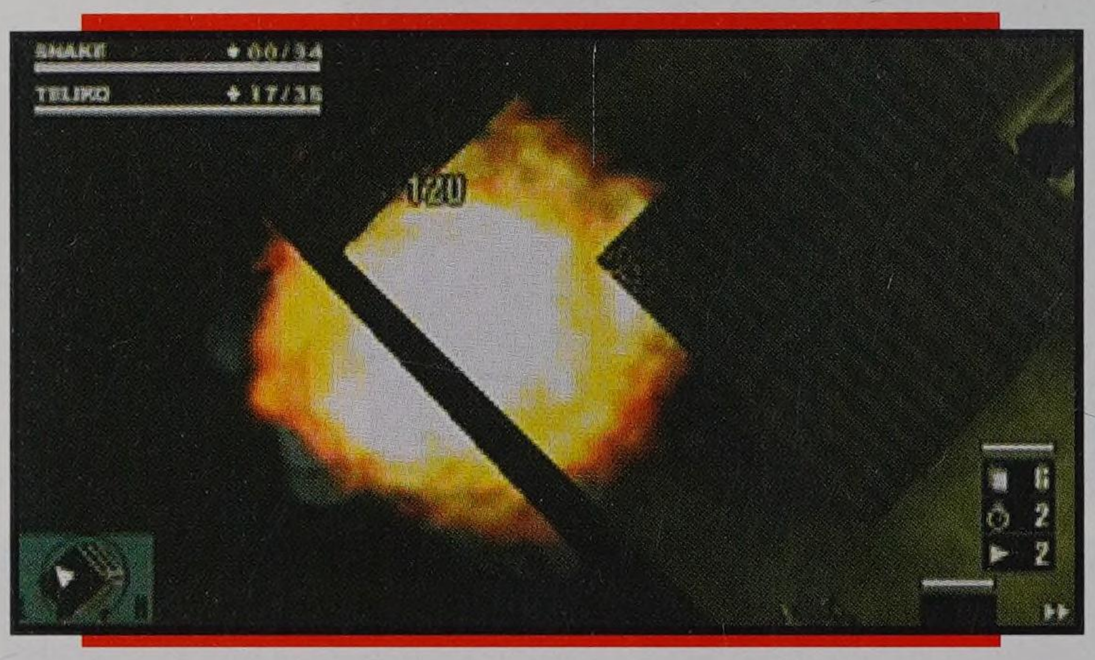
STAGE 14-4

The middle of the warehouse is just too dangerous to mess with. For a much safer run, move to the west corner before heading north. Use the cargo containers for cover, and don't worry about fighting until you reach the top. As the robot sentry patrols there, stay near the corner; it never turns south, thankfully. Take out the nearby soldier with a Famas attack, and then use a Stinger on the sentry seeing as nobody is close enough to care.

Sneak up to the north door and have one of your two characters hide in there. The soldiers in the northeast starts to patrol, and will end up directly below the door, so don't let your second character stay out in the open if you cannot get both into the circles at roughly the same time. Wait for that guard to turn around again for the final burst, or have your character inside the doorway lean out for point-blank savagery to clear the way.

Both characters need to stand in the circles to advance into the next map.



LEAPFROG LOCKS

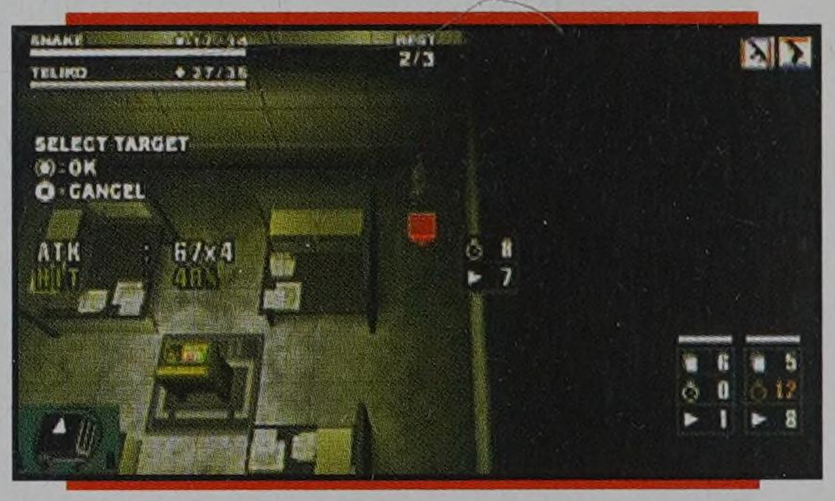
The designer for security in this area was no fool; the computers that unlock the doors ahead made it so that two people must operate in sync to move through the area. This is a major pain for any force that sieges the base. The bad news here is that you are the sieging force.

Luckily, the systems are just vulnerable enough to bypass with some careful leapfrogging. Before moving ahead, however, wait for a turn to recuperate any extra cards, and let your accrued Cost run down to zero. Then, have Snake move into the west room and eliminate the guard there. This target spends most of his time with his back to the area where you enter, so it's a very simple victory. Then, run Snake up to the space next to the computer at the top of the room.

This opens the eastern area for Teliko to enter. Another guard patrols in there, but the soundproofing in this sector is such that the guy has no idea what just happened in the adjoining chamber. Good for you, very bad for him. Stay at the southern wall of the room—his vision won't go all the way down—and wait for the soldier to get within Grenade range. Toss one, shoot it, and then move around to the north end of that computer console. Don't worry about accruing major time to get there quickly, because Teliko has to cool her heels for a few turns anyway.

TIME WELL SPENT

While Teliko is waiting, cycle through her deck, using discard as needed. Look for her Equip LV2 and Equip LV3s, and use those during her downtime.



Teliko's actions unlock the door at the main corridor's north end. Have Snake leave his position and take that door into the next section. Move east from there and open the door to the next chamber without entering. The guard in there can almost see out into the hall, but not quite. Don't use Grenades up here—two soldiers in a room north of here start an alert if there is a blast. Instead, save your Cost Reducers and wait until the guard is up in the corner with limited vision. Then, move up the western side of the room, using Cost Reducers to effectively have instant turns. Blast the guard when you reach the top!

Stand south of computer "A" to open Teliko's door for her egress, then switch to computer "B" to switch and get the northern door open once she is out in the hall. Teliko's next target is in the middle passage. She can enter the western room from there. Watch the soldier in that room ahead of time so that Teliko doesn't show herself during his eastern route. For a solid kill, use Ranged weapons when the soldier is stuck in the corner.

SOLDIERS FROM ALL SIDES

Everything goes south quickly if an alert is raised. Being spotted or using explosives in the northern area gets you into a ton of trouble. Enemies enter from both ends of the area. Get your characters away from the security stations keeping the doors open to prevent these reinforcements from getting where they need to go. Before long, they'll give up!

Step on the block south of the next computer terminal to open the "C" doors in the area. Snake is able to leave his room and use the main corridor to head north again. A final terminal for this map is up there, and it holds the "C" door open for Teliko. Have her join Snake before looking into the double doors at the very north end.

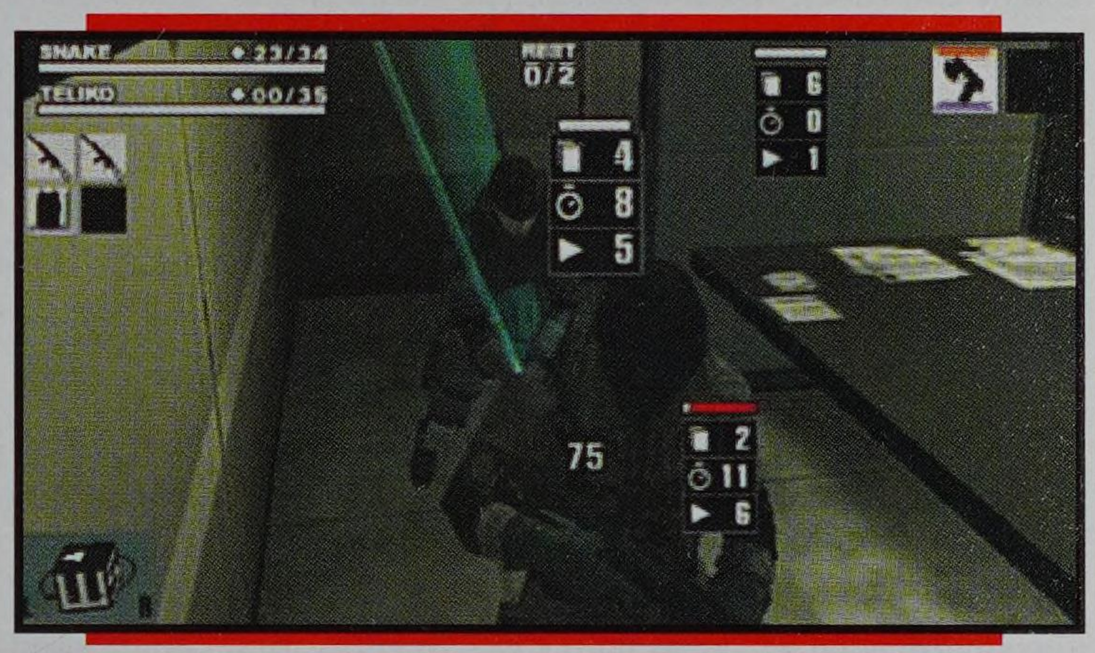
There are two guards in the room, blocking stairs that lead toward the next map. Don't stand in the door entrances; these soldiers patrol their room well, and they look down at the southern doorways with relative frequency. Poke your head in and duck away until you get a feel for what the soldiers inside are doing. Prepare a Grenade with Teliko, then have her pop in, Grenade the two when they are close enough together, and shoot the Grenade for an instant explosion. These two are the only soldiers left, so nobody can hear what happens.

Take the MGS2 Pack from one of the wealthy patrollers, and then climb the stairs to the next area.

STORMING THE DATA CENTER

Rest for a moment and restore your decks. Have Snake open the door on the west when he is ready. Watch the patroller there (he can't see you at all), and proceed all the way around to this western side if he doesn't expose his back to you. Cut him down from there, and use the "D" console to open the room on Teliko's right.

The soldier in the room over there is so relaxed that he doesn't move at all. Teliko is free to save up a Grenade or a couple of spare weapon bursts, and to use them on the guard. Noise is not a problem here. Also, note that you can move southwest of the guard without his direct attention—useful for the weapon bursts, if they are used. Walk to the block west of the "E" computer and open another door for Snake.



The new entrance is south of Snake. Move there, but make a stop in the small room on the right side; there is a pack of MGS2 cards in there. Below that chamber is the data processing room. Hide behind the servers and wait for the lower patroller to get within charge distance. When he does this, race toward his flank and cut him down with high damage attacks, then use the "D" console to free Teliko.

Get Teliko back into the hall, then switch Snake to the "F" computer on the other side of the room. Teliko can continue on her next turn by using the eastern hallway. Don't go far into this; there is a southern doorway that is *very* hard to see unless you rotate the camera. This is the room that unlocks the way for Snake to join Teliko.

Consolidate your party and advance to the final room on the eastern side. The guard on the other side of the area walks back and forth and doesn't present a major threat. Guns and Grenades are acceptable, but don't forget the two MGS2 Packs inside the storage room there. Take those, and then stand on the two circles ahead to complete this part of the stage. Not too far to go!

STAGE 01
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STAGE 05
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CLIMBING AROUND

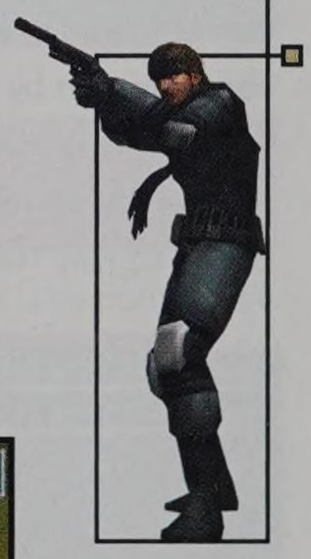
This is the last map for the stage. Though there aren't locked doors here, the soldiers have a useful vantage point over the areas where Snake and Teliko must walk. That makes it very hard to avoid combat, and almost as hard to get kills before your enemy can react. Make life easier for yourself and shooting the enemies as soon as possible. In this room, that means leaning over the edge and blasting the patroller below so that he won't be a nuisance later. It's a great thing that people forget to look up!

Open the twin doors to the north room, and get Snake and Teliko onto the walkway. The two soldiers below aren't able to see you on that side of the walkway, but the eastern area is more exposed to them. Have Snake walk to the right corner and wait there while Teliko cycles her deck for a Grenade. Synchronize the timing of your characters as much as possible during this time.

Though the enemies below don't move together, they can be killed around the same time. Have Teliko throw her Grenade at the man who stops in the southwest corner and end her turn. Immediately get Snake into high gear; move him forward along the wall and turn to get line-of-sight on the alternate target. Shoot that soldier and end your turn. A moment later, the lower area becomes a dawn of shrapnel, and your team can descend safely.

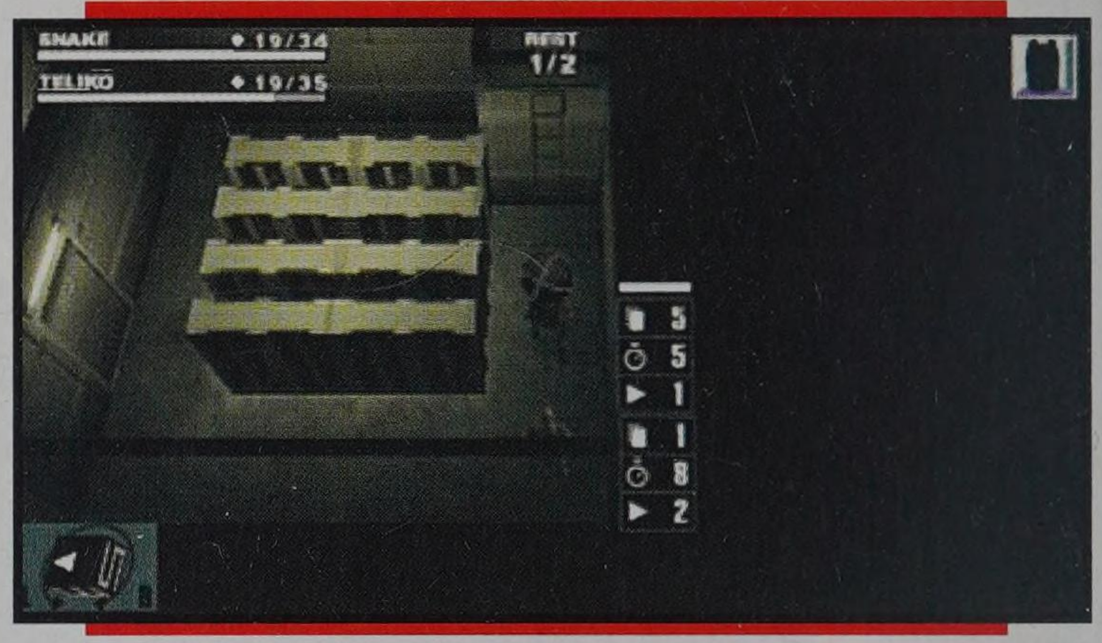
WATCHING YOUR COUNTDOWN

Often, Snake or Teliko shoot their Grenades for the instant effect. However, there are times when it's necessary to throw them and leave them to explode, as we see in this case. While scanning an area, you can highlight the Grenade to see how long before it explodes! This is useful for synchronizing your attacks.



There aren't any more active guards in the level. You are free to move south without a care in the world. Use the door on the west wall to access the hallway, then walk south from there. Take both MGS2 Packs from the next room's lower area—this is just below the walkway where you entered the map, so the lone guard is already dead. After taking the card packs, open the southern door. Ignore the locked routes from there, as they require Level 2 Keys. Your target is the first door down the left passage. Take this and walk to the ladder within to end this long and impressive stage.

One of your rewards is a Level 2 Key Card. There are a number of doors in previous missions that were locked with Level 2 locks. You can now put this card in your deck to open those.



REDEFINING PERFECTION

Very few players are going to get an S victory *and* meet all special goals in this level, even with practice. The problem is that there are many guards to bypass during the long trip through, and a single error in timing will get you spotted if you are trying not to kill anyone.

However, one new tool at your disposal to aid in this comes in the form of Books. These distractions are used to keep guards busy. Drop them at an obscure end of a patroller's area and forget about them for a while. These items start to become pretty common after collecting a few MGS2 Packs.

More MGS2 items raise the bar for cautious infiltration. Stealth cards are *very* powerful. Use these to bypass guards who have a direct line of sight for critical areas. If you don't have a large supply of these items yet, try repeating Mission 04A several times for fast points and more MGS2 Packs.

From this point forward, it's mostly a choice of whether you want that fabled S-Rank *or* to go ahead without killing anyway. The reason for this, and it has always been somewhat of an issue, is that it takes time to get the right cards and opportunities to move through areas without killing the soldiers.

For the first map, run up the left side and use a Book or M9 to put the soldier out of action. Or, knock on a wall south from him and slip east and up between the crates by the door while he is gone. Slip up to the door, and then move in when the patroller and robot don't have sight on the entry area. To rush the process, knock on an area to the east, pulling the human guard out of the way.

The Security Stations are the worst part of all while trying to hold to your special goals. Gulrugon (if you are lucky enough to have one) is great for delaying enemies. Stealth, M9s, Books, and Cost Reducers are the way forward.

The tactics are the same for all four computer rooms here. Have your character sneak to a non-essential part of the room, drop a Book, and then knock to get the guard down there. Run back and out of the way after knocking. Then, have the character sneak behind the distracted soldier and up to the computer console. Have your ally hurry through to their next section, and then get your primary person back into the hall before the guards become undistracted.

This works all four times, but it requires deck cycling before each run. You cannot afford to have high-cost cards that aren't of direct use. Characters going into the rooms need a Book (or another disabling card), a couple of movement cards, and a couple Cost Reducers. Your buddy, if possible, should have at least one Ally Cost Reducer to make it even better.

Repeating this tactic gets Snake and Teliko all the way up to the northern room with two guards. Pad over to the right and use the vague cover there for a very short breather. Then, when the guards aren't facing the stairs, make a big run for it. If this looks daunting, have Teliko put a Book in the south hallway and knock before she enters. This is likely to draw off a single soldier.

Use the same process of distraction, Cost minimization, and such in the data processing area. Snake should leave a Book in the northeast corner, then use the first computer across the way. Once Teliko is safe inside her room, hide Snake in the lower chamber with the MGS2 Pack. Teliko can plant her Book by the room entrance, knock, then retreat to the south to avoid the incoming guard. She opens the door to the computer room, then Snake continues from there.

The only tricky part that remains in that level is to have Teliko hide in her room until Snake can open the door again for her. If you aren't able to get Snake into position before the guard returns to his position, she'll be in danger. If that seems likely, prepare to disable her soldier a second time.

The rest of the way through the data center is a matter of standard avoidance.

In the mission's final map, move north without fear, then use Stealth to get Snake down into the lower area. Have him plant a Book in the guards' route to get one of them out of the way, then knock in the southeast corner to make it even easier for Teliko to descend. As long as she has an opening, take it and get her out of the room—Snake may only need to provide slight distraction for this, depending on the number of movement cards in Teliko's hand.

The last guard in the south is predictable and easily distracted. Toss a Book for him and snag the free MGS2 Packs while you're moving around the edge of the room. Head to the ladder and breathe a sight of relief. That took some doing!

STAGE 07 (WITH SPITE)

WAREHOUSE
Active Guards: 1 Boss (1,000 Health)
Card Packs: MGS1 * 1
Special Items: None
Suggested Cards/Deck: Heavy ranged weapons, Claymore Mines, Grenades, Cost Reducers, Rations/Styptics

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
STAGE 09 (REUNION)
STAGE 10/05 (RETURNING FOR THE PSG-1)
STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

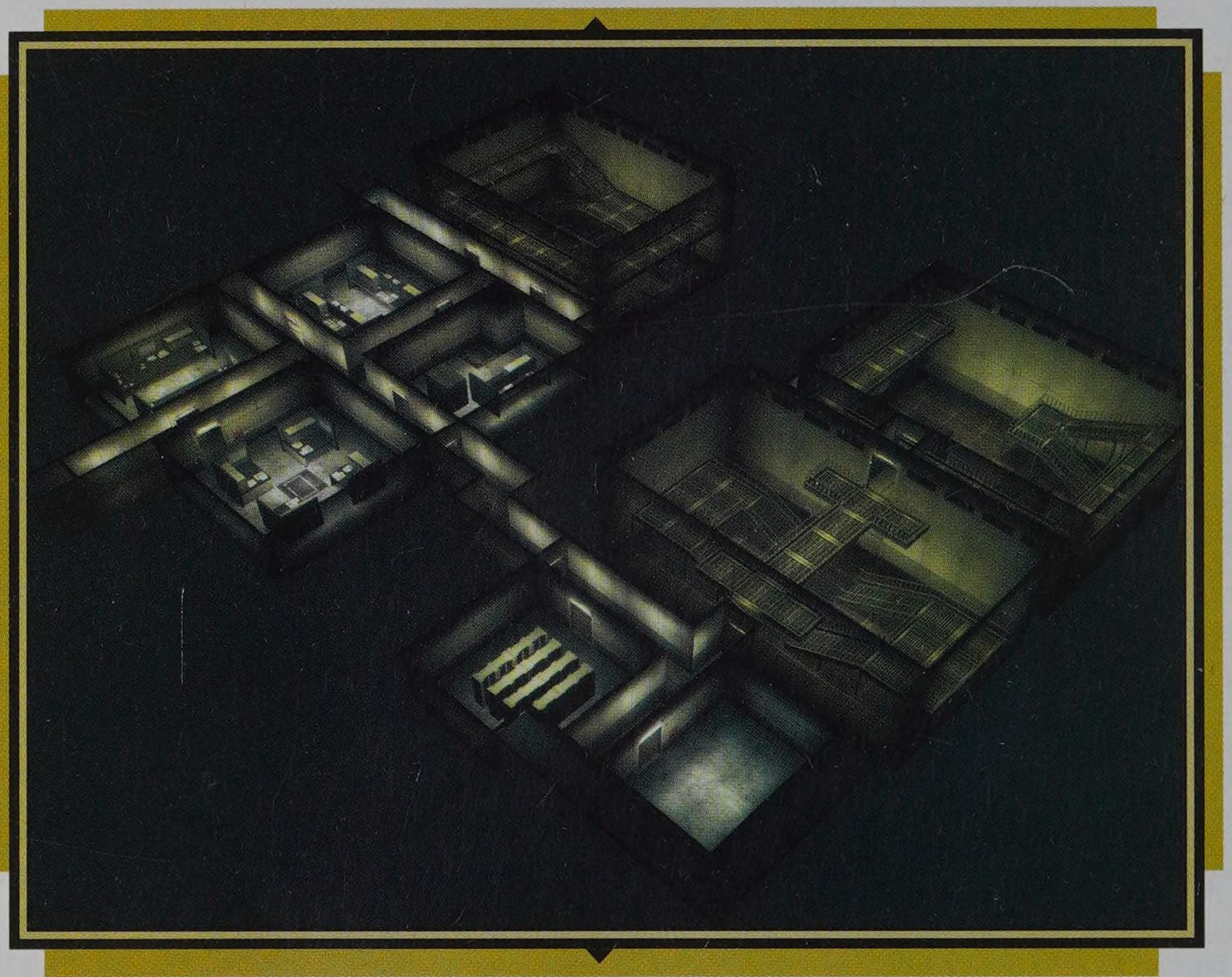
SECURITY STATIONS (FIRST FLOOR: WEST SIDE)

Active Guards: 7 Soldiers

Card Packs: MGS2 * 1

Special Items: None

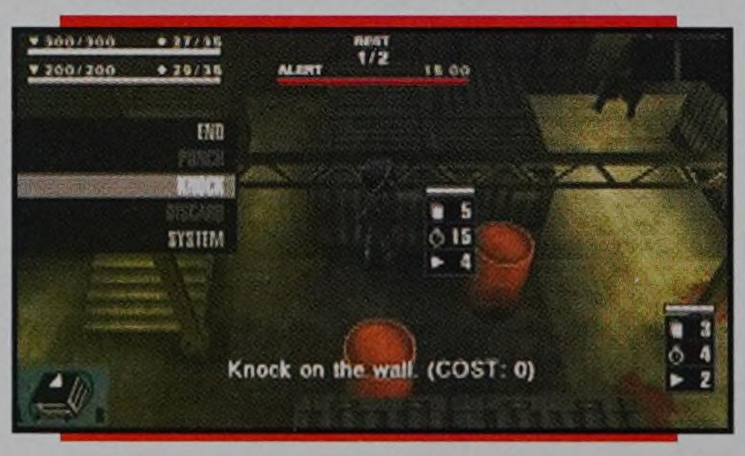
Suggested Cards/Deck: N/A



INSURGENCE STAGE 07 (WITH SPITE)

Things turn a little sour in the warehouse, and you are thrown into a full alert and a fight against a powerful opponent. This enemy has the ability to blow through the containers in the warehouse, and he isn't averse to trashing the entire room when he can't see his target directly. The key to victory here lies in getting your girthsome target to follow one character around while the other acts as bait.

Have Snake break to the left and knock as he goes, pulling the boss over toward his side of the warehouse. Teliko should duck right and begin cycling her deck to get Grenades and a couple of ranged weapons ready. The barrels to the south are a tantalizing target to lead your enemy toward, but there is tremendous risk. Those barrels are filled with oil—their blasts burn people severely, and the hot oil left behind sets people on fire. This creature is a hazard to your characters. The barrels are flashy, but they are better for fun than efficiency when trying to win this fight.



The safer method is to get the boss to wander up to the northern strip and position things so that Snake is hidden from view (south of the corner), and Teliko is coming in on the hulking commander's back. When your decks are ready with Famas cards, Cost Reducers, and Grenades, pop out for the fight! Have Teliko use Famas attacks from behind to delay the boss while Snake moves around a southern container and prepares his own back attacks. When Teliko runs dry, have Snake duck in and start his own barrage, again with Famas attacks being the best weapon cards because of their delaying properties.

WHY GO FOR THE BACK?

Dealing 50% extra damage is nice, especially with a target that has 1,000 health! Yet, this is a secondary reason for setting up these rear attacks. Even if it costs an extra round of movement to have Snake finish circling around the container after knocking and luring the boss forward, it's worthwhile. Your enemy is able to block incoming damage from the front and sides effectively. He also counters such attacks! Rear attacks are easily the safest way to go.

If you have Claymores in your hand, deploy those while moving into knocking position (always setting them up behind you to prevent an explosion when you move forward). When Grenades come up instead, use them in one of two ways: Thrown in front of the boss, Grenades become a deterrent; he'll stay in place and wait for the Grenade to explode. This gives you time to get away or prepare back attacks. The other method is to throw Grenades behind your enemy and have your partner shoot them.

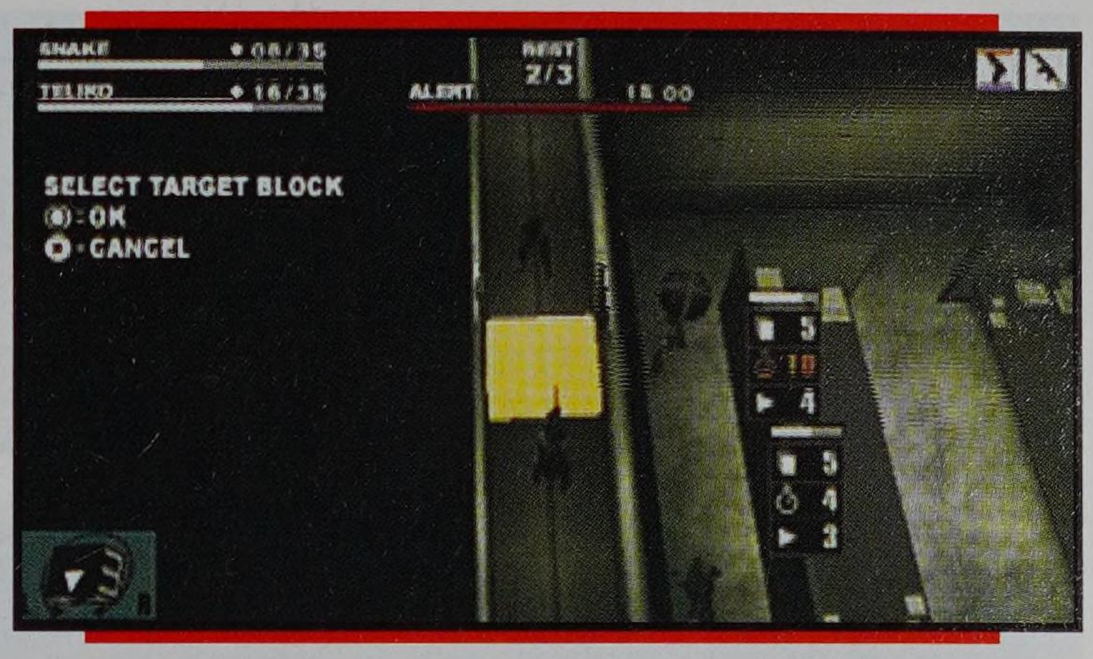
If you have a Gulrugon, certainly keep that in your deck and use that as soon as it comes up. Delaying the commander for as much time as possible means quite a bit, and this card's low cost means that there are no penalties to bringing it out.

EXTRA CARDS

If you hide behind the containers and let your enemy start to deluge the place with gunfire, he'll blow apart some of the crates that contain card packs. This may not be worth the risk or time, but it's certainly one of the most amusing ways to get extra cards.

When the boss crumples, Snake and Teliko are rushed to the security stations, where a number of soldiers are responding to the alert. Seven soldiers are in this area (as with last time), but they are fully ready to respond. The alert is still in effect, and all of the guards are on their way down to you. Rush into the room on the right for the easiest kill, and have your second character follow behind. Let the doors close and position your characters defensively while restoring your combat hands.

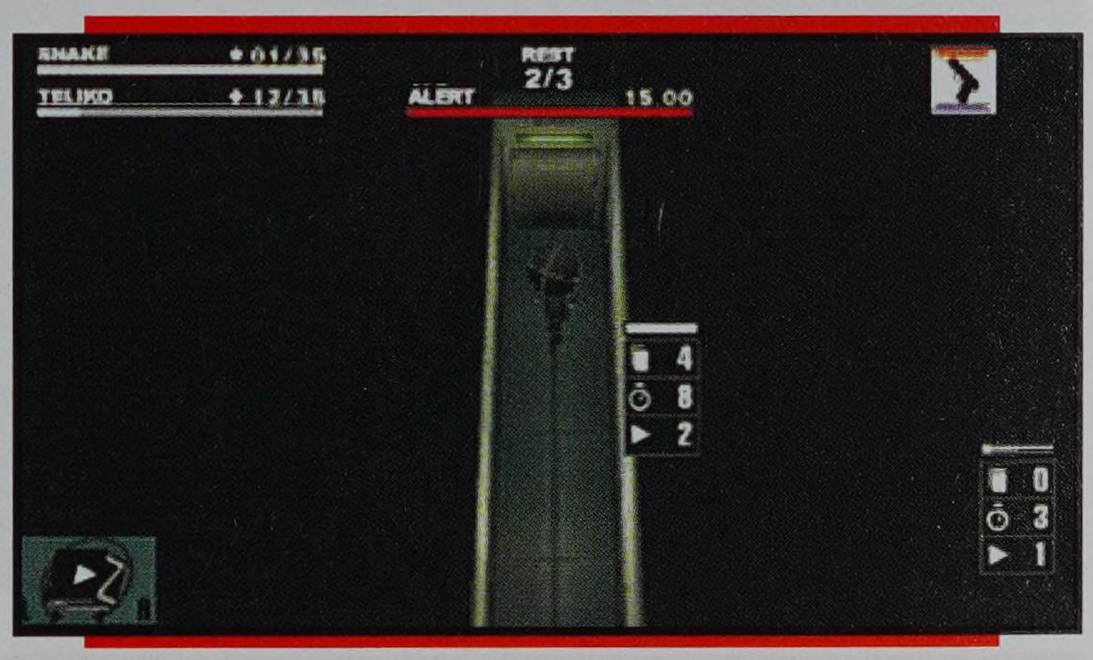
If anyone was hurt, be sure to use Rations/Styptics and get the two of them up to speed. When ready, duck out into the hall with Grenade-shooting tactics to clear the clustered guards to the north. They are often bottlenecked, so this is fairly effective. Rush the left room to kill that guard as well, if you wish. If you have a Nikita Missile prepared, open the door and shoot that out into the corridor—surprise for your fans.



This slugfest is a fun fight, and as long as you don't try to take on every guard before resting and restoring your best items it shouldn't be too hard for you. If bad luck rears its head and a character goes down before you can prepare your party, have the remaining character flee to the eastern room again and wait for your ally to revive. The guards aren't aggressive at all about pursuing you into the rooms, so time is not a factor.

When the way is clear, take the MGS2 Pack that dropped from one of the second-wave guards and advance to the farthest east-west hallway. Walk left and exit through the doorway there. This door wasn't functional last time you came through, but it is just what Snake and Teliko need right now. Getting either character to this exit counts to complete the mission!

After the stage is complete, the Card Shop opens a section for buying individual cards (at higher prices). Take a look and see if there is anything to tempt you!



NO NEED FOR FINESSE

This time even the players who revere the beauty of stealth can let their hair down a little. Nobody can "spot you" because the battle is triggered ahead of time. The alert is a constant factor, and that solves one of your special goals for you. The toughest goal, not to kill anyone, is also moot, because you have a boss to fight and some aggressive guards to clear.

Relax, trash this fight, and consider it a nice break!

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (AVOID SNIPE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
STAGE 09 (REUNION)
STAGE 10/05 (RETURNING FOR THE PSG-1)
STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

STAGE 03B

ABOVE THE RUINS

Active Guards: 3 Soldiers, 1 Robot Sentry, 2 Disks

Card Packs: None

Special Items: None

Suggested Cards/Deck: Stealth and movement cards or Famas, Stingers, and Chaff/Normal Grenades

A QUICK RUN

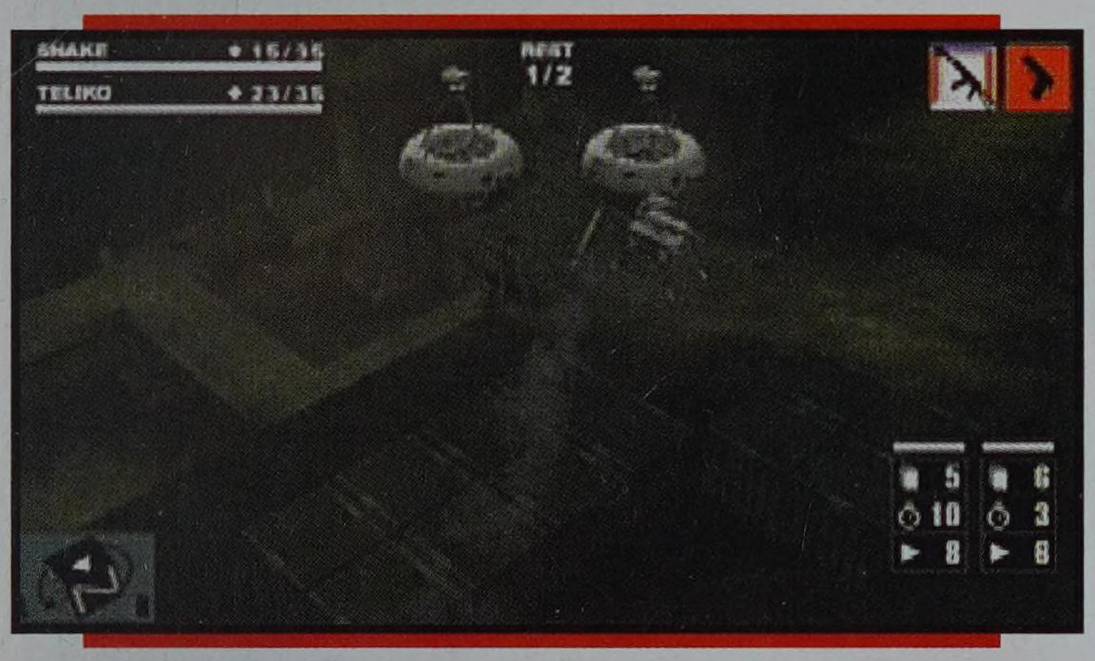
This area is short and heavily guarded. The upper side of the path has three soldiers in fairly tight spaces, and two floating disks and a robotic sentry patrol the lower section. Stealth makes this level much easier, because the soldiers and machines have quite a view up in this area and you have few places to hide.

Moving south from the starting point takes you into the line of sight for the machines that soon float east. To move north requires that you drop to the ground and crawl under a sensor there.

TOO MUCH FUN

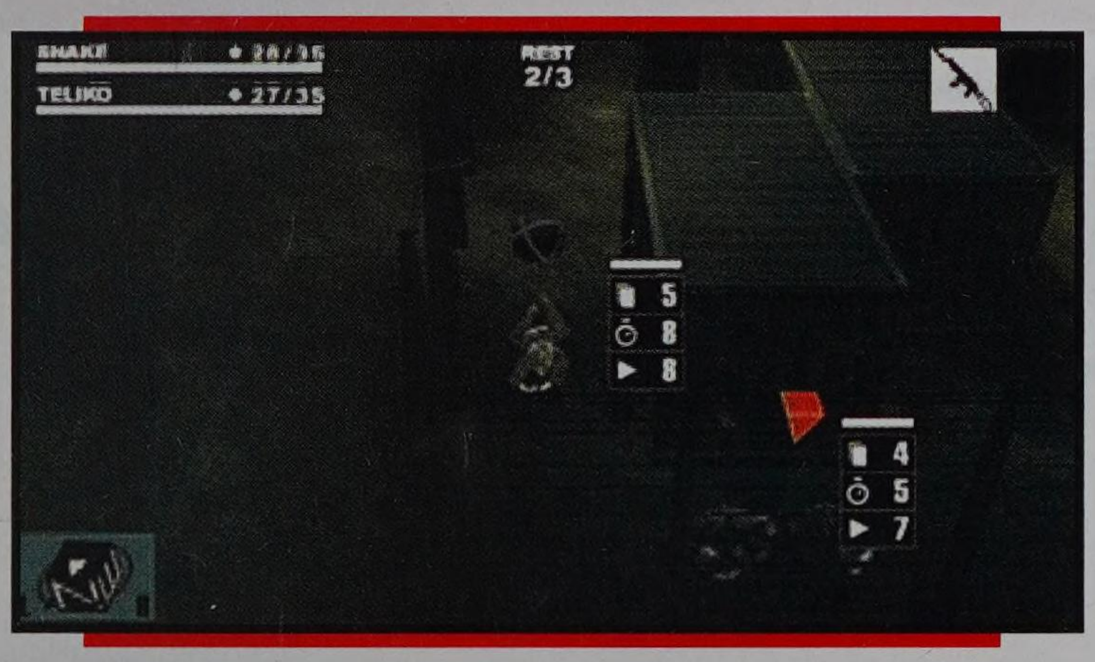
If you are willing to take a slight hit in points, it's worth starting an alert to use a Stinger on the group of machines at the mission's start. Either character can do this, and putting a Stinger or two in each deck leads to a high chance of it turning up in time, especially if you add the usual Cost Reducers and use them to cycle the deck quickly while moving into position.

Use the Stinger on the rear disk to hit all three machines with its area of effect. There is an alert, and one of the soldiers that enter the area comes right in where you were standing, but it's fun!



This level varies dramatically depending on how you feel like approaching it. The direct approach is to have one character Stinger the machines before they split up to patrol, while the other character waits to ambush the reinforcement that comes from the east when the alert triggers. After that, it's only a matter of lying in wait for the static guards that rush to their deaths trying to find you.

The more subtle method is to crawl under the northern sensor and ambush only the soldiers that get in your way. This is aided by using Stealth cards and a fair supply of Famas attacks, which are quite enough to avoid instant alerts. The only time you need to use Stealth is for the middle section; the sentries can see all the way up into that area, and Stealth keeps them from wandering up there to investigate.



If you don't want to deal with Stealth *or* an alert, things can be tricky. The method is to kill the first guard, save up for one big turn, then hurry west. If you can get through that spot before the robots arrive to investigate, they are willing to go home empty handed (empty sensored?).

The southwest sensors are easily avoided, and frankly you won't come near them with any of these methods. Though the other two guards get in your way, neither supports his buddy, and a Famas from behind spells the instant end for either of them!

The two blue circles finish the mission, but that means you need to get both characters over there. Split up your Stealth cards to assist in this, or blow everything down and laugh the whole way.

MAKING A GOOD HAND

It takes a very nice hand of cards to make it through here without violence. Save up Cost Reducers, a Stealth for each character, and a couple of movement cards. Then, when you have those things, Stealth and race across the open field. This is all about fast timing, so go for fast movement. Toward the end, when Stealth will soon fail, start to pop those Cost Reducers; that gives you the extra kick to move past everyone.

As long as you are patient in the beginning and cycle enough of these cards into each character's hand, this is not a hard method.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
STAGE 09 (REUNION)
STAGE 10/05 (RETURNING FOR THE PSG-1)
STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

STAGE 08

DRAWBRIDGE

Active Guards: 0 (4 Soldiers as Reinforcements)

Card Packs: MGS2 * 1

Special Items: Otacon

Suggested Cards/Deck: Movement cards, C4 * 2, Remote Detonator, Grenades, Famas

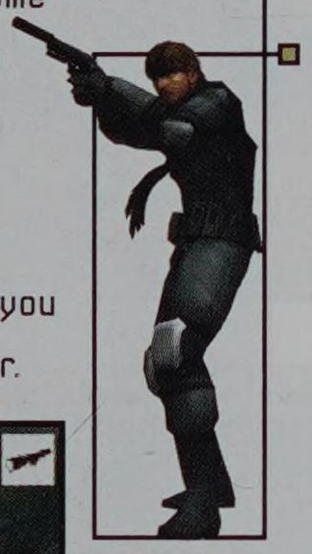
A QUICK RUN

This mission has a scenic backdrop and a quiet beginning. The bridge ahead is free of soldiers, and there are free cards for the taking. Look to the east of the small watch house nearby—there is a pack of MGS2 cards. West of there is another Otacon if you like.

After getting the fun stuff, advance north across the bridge without fear of any type of trap or problem. A scene occurs and the bridge is raised so that you must return to the watch house. After further problems to the south, an alert is triggered automatically and four soldiers pop out of the greenery.

NOT EVEN REMOTELY FAIR

If you want to be a very mean person, place some C4 south of the watch house before going onto the bridge. Use positions for this that are two blocks down from the house, and put them two points west and four points west from there. Have a Remote Detonator in hand for these as you head north. The point becomes quite clear later.



There are a few ways to deal with this problem, and all of them are fun. You aren't faced with any stealthy options here, so it's all a matter of brute force. One option appears if you placed the C4 ahead of time; blow up the C4 and watch the fireworks.

Otherwise, run north and back onto the bridge. This forces the enemies to consolidate somewhat while coming after you. In turn, you can Grenade or use a Nikita on the cluster of soldiers with maximum effectiveness, though the Nikita only works if you catch the guards when they don't have time to react, so it's a risky move.

If you want to gun it out against all four, which is not advised, equip a Scope ahead of time and have a full hand of weapons ready when the fight starts. Explosives are much easier for this encounter, so it's better to use your Famas to finish off survivors instead, but it will be a victory either way.

FORCED KILLS

The way this encounter triggers, there isn't much you can do to be subtle and avoid conflict. Pursuit of perfection on this mission is to do the entire fight without taking a point of damage! The enemy soldiers attack just after Snake notices them, so that is quite a tall order.

Having Gulrugon in your hand is a perfect start, because that gives Snake time to pull together and make several actions before the guards react. Using two Action +s is another method, because it gives you several actions up front, but that is only a great thing if you manage to kill off the entire group in one sweep. If that isn't an option, at least save Meryl and use her to reduce your accrued Cost at the end of the super turn.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
STAGE 09 (REUNION)
STAGE 10/05 (RETURNING FOR THE PSG-1)
STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

STAGE 04B

UPPER MINEFIELD

Active Guards: 5 Soldiers

Card Packs: MGS2 * 1

Special Items: None

Suggested Cards/Deck: Mine Detector, Stealth, movement cards, Cost Reducers *or* Mine Detector, Blades, Famas, Action +, Cost Reducers

RUNNING SILENT (OR NOT)

Many who play this level will take the stealthier route. It isn't hard to do so, and you only need to get Snake across a short distance to the blue circle on the western side without starting an alert. The first guard on the right is alone, while there are four others on the left that support each other well. For the easy victory, kill the first guard with a Blade or Famas attack, then cycle until you have a Stealth and some movement cards. Approach the patrolled area near the house before using Stealth, and hide to the east of the last cargo crate. Save a full turn, hit Stealth, and then run on across—easy win!

Inside the shack is a pack of MGS2 cards. These are hard to get properly during a Stealth run unless you have a second Stealth card ready or don't mind extended cycling and the resulting loss of mission points (from increased Cost). It is easier to get these cards via the violent assault method for beating this level, as described in the sidebar.

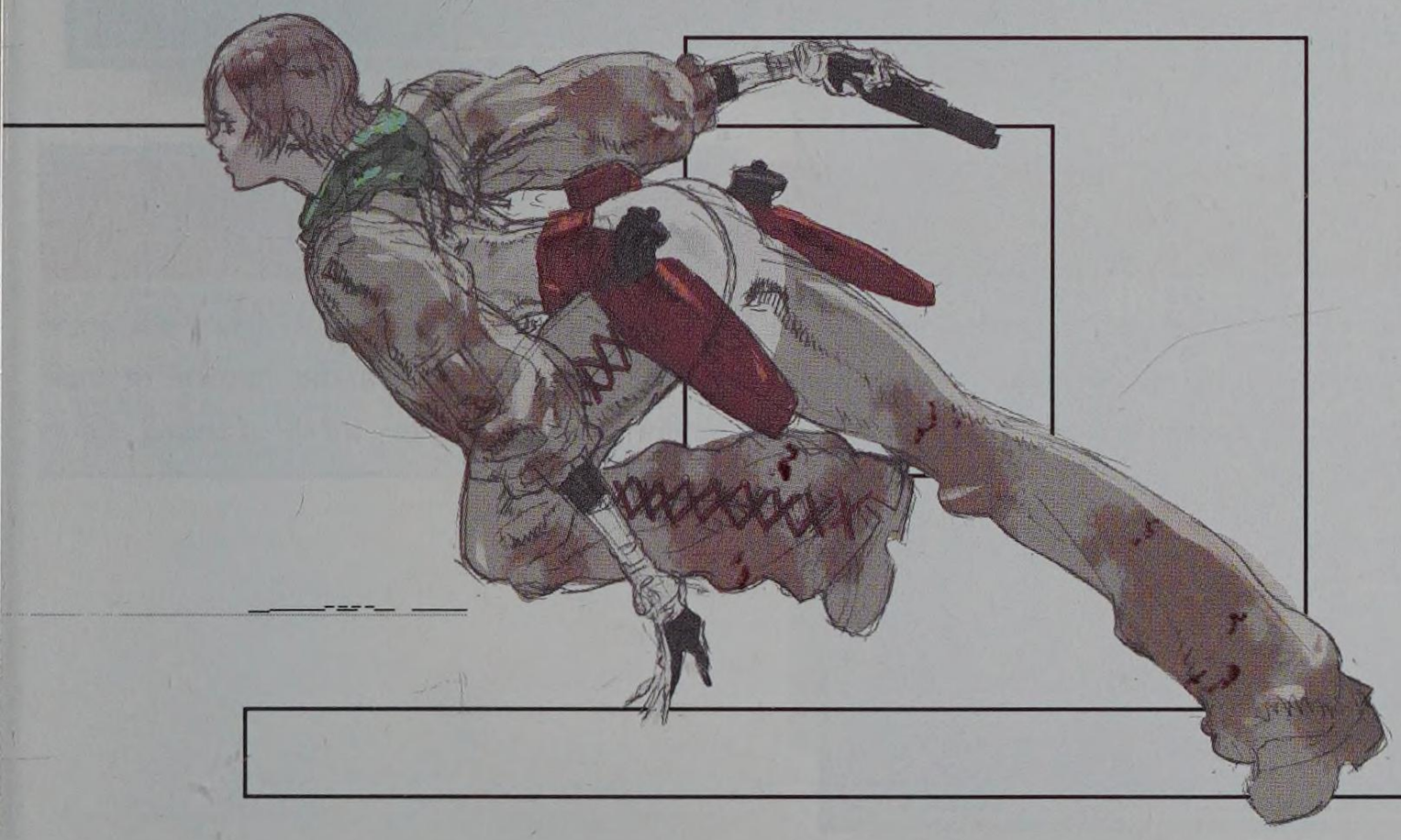
THE VIOLENT PATH IS THE ALTERNATIVE THIS TIME

For a more visceral assault on the minefield, have a Mine Detector equipped and get a nice spread of weapons in your hand. It is possible to kill all of these guards without starting an alert, and it feels *great* to do it! The first guard is your freebie either way, but the other four are a true challenge.

Wait behind the cargo crate, as you would during a Stealth run, but your target for this attempt is the guard behind the shack. When the lower guards are busy with a high Cost accrued and the north guard is facing west, rush behind him and use a Blade attack (preferable) or a Famas for an easy kill. Even if it's the Famas, you won't be detected if you use it while standing at the intersection that the eastern guard patrols *as long as* you save an action for moving on after your attack; he comes up, but he doesn't turn in either direction.

So, if you have a Blade, move ahead with a normal set of actions. If you plan on using the Famas, hit an Action + ahead of time. Move to the intersection, Shoot down the northern guard, then take his place to the west to avoid being spotted.

There is a Claymore up in the corner; crawl with your detector up to disable it. The south patroller won't see the area between the shack and the wall there, but you can fire at him from that position. Do so with the Famas! This will not alert the final guard at the bottom of the map. Hit him with anything you want after that, even a Nikita, if you are feeling vicious!



STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
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STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

STAGE 09 (INCURSION)

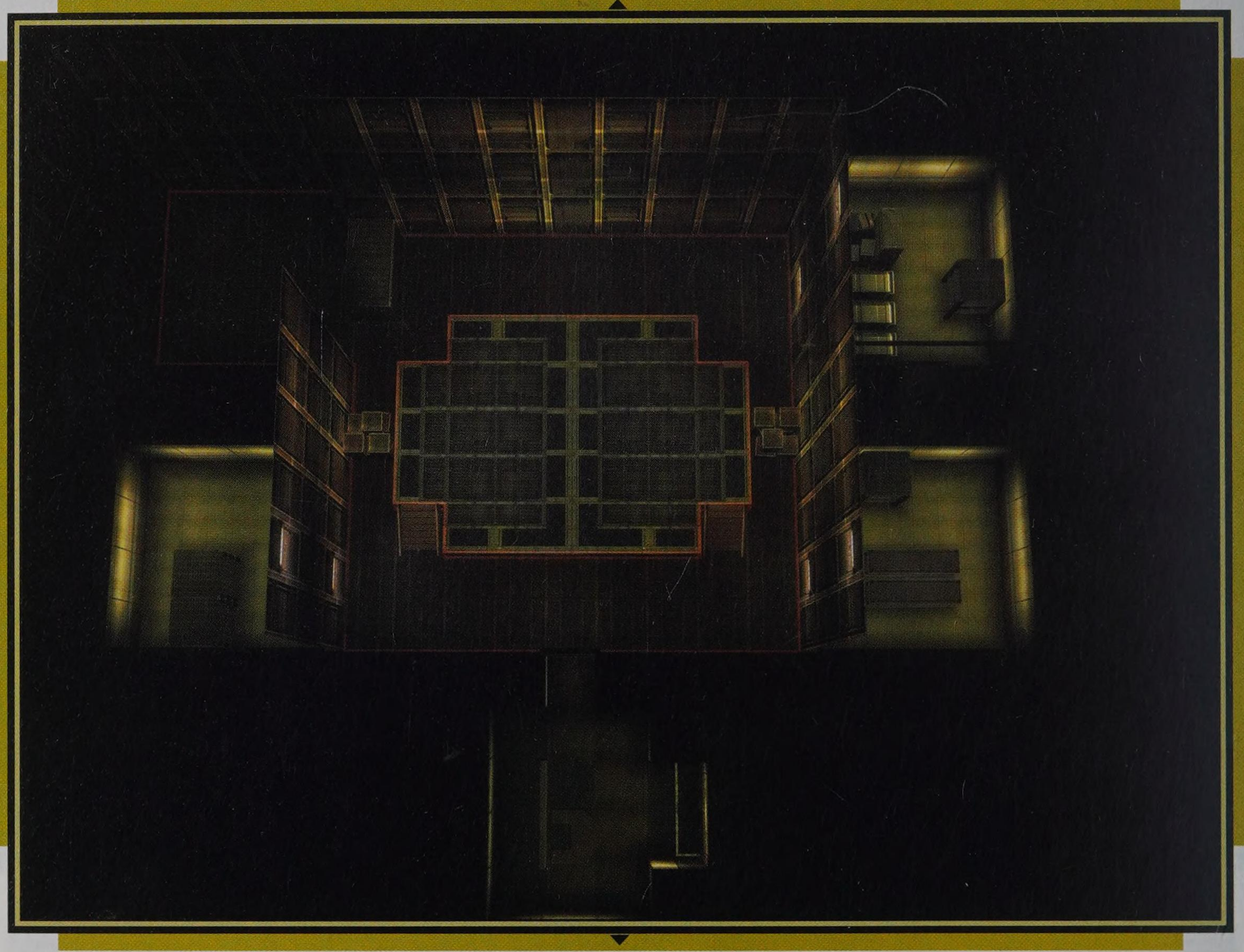
THE TOWER

Active Guards: 5 Soldiers, 1 Armed Camera

Card Packs: MGS1 * 1

Special Items: Uniform-R, Uniform-B, Uniform-G

Suggested Cards/Deck: Standard weaponry, movement cards, Cost Reducers



A NEW LOOK

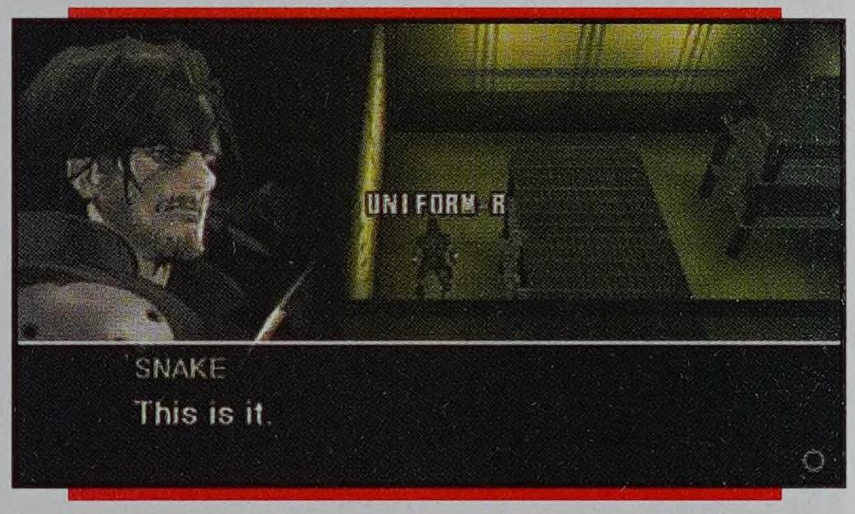
This tower is a very dangerous place, even for the people who are supposed to be here. The patrol systems are based on color coordination; red areas have guards with red uniforms (blue with blue, and green with green). Soldiers who wander outside of their area are in for serious trouble. Your first trip into the tower is designed to capture one uniform of each color; three of these are in rooms off of the first large chamber you find.

Before that, however, destroy the armed camera in the entry room and collect the pack of MGS1 cards. Open the door to the main room and wait for a call with Roger. End your turn afterward, to restore your action points and get a couple of weapons into your hand. When the soldier ahead has his back within movement range, hurry behind him for a deadly attack. After that, loot the western room for two of the uniforms.

Walk all the way back and to the eastern side for the last uniform, but be stealthy to avoid the soldier who patrols that room. It isn't too hard to avoid conflict with this guard if you are careful. Head back to the entryway when you have all three uniforms and collect the easy points from this simple mission.

FIGHTING IN THE TOWER

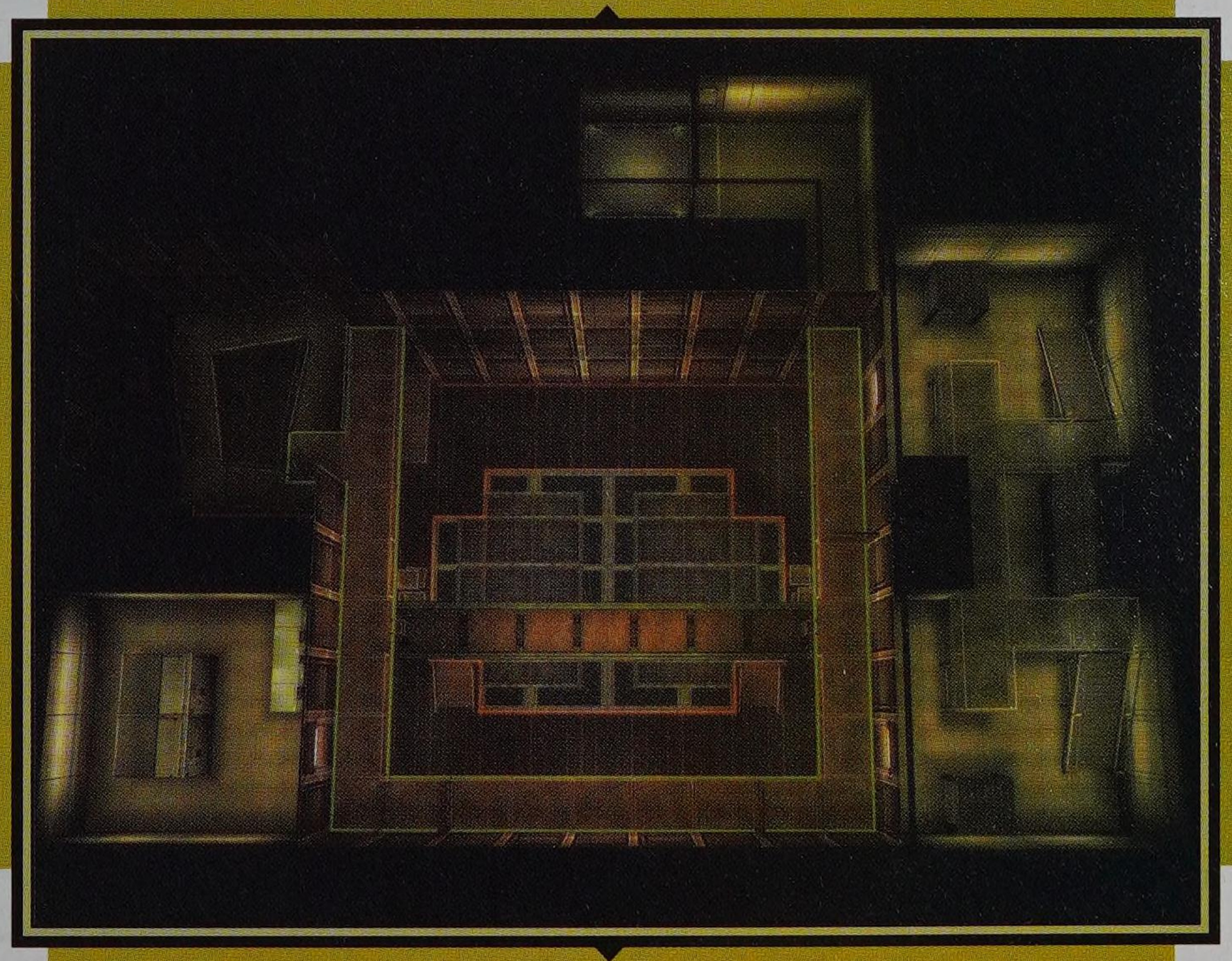
There is nothing wrong with killing the guards in this tower, but the uniforms are there for a reason; these people are *tough*! Not only do they have fair health and decent weaponry, they are also able to counter attacks on their front or flanks. Always aim for back attacks if conflict is necessary.



EASY AS PIE

Both of the soldiers near the uniforms are easy enough to avoid. The man in the large room has a fairly long east-west patrol. Wait until he nears the opposite end of the chamber and rush to the door you want. Steal the uniforms, use Stealth if it comes up (just in case), and return to the front when you are done. That S victory isn't hard to get here!

STAGE 09 (TO THE TOP)



THE TOWER
Active Guards: 5 Soldiers, 1 Armed Camera
Card Packs: MGS2 * 2
Special Items: None
Suggested Cards/Deck: Stealth, movement cards, C4 (required), all three uniforms, Famas, HF Blade, Hang and Action + (both optional)

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
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STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

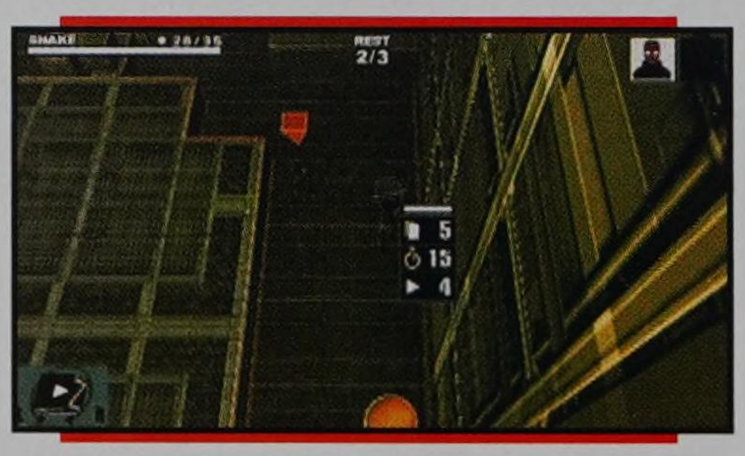
MAKING GOOD TIME

Using a mixture of violence, stealthy movement, and the enemies' uniforms, Snake can get through this area quite efficiently. The truly safe path is to wait and cycle through your deck and equip the proper uniform to walk past each guard. Yet, this delays your progress by a huge factor. Instead, it helps a great deal to combine your strengths and use the uniforms only for the tough spots.

Leave the entryway and enter the main chamber as you did last time. With speedy movement, you can pass the first guard without any special means, then use any method that appears naturally to handle the blue soldier on the eastern side. Have an HF Blade or Famas? Kill him from behind. Otherwise, apply Stealth or a Blue Uniform. One of these options will appear shortly no matter what you do!

Then, crawl through the north duct into the next chamber over. Leave via the door there and head west. The green soldier from above spots movement from time to time, but he can't get a clear enough view to actually get worried or start an alert—this won't count against your score. As with the earlier soldier, you should bypass the red guard ahead with Stealth or a Uniform-R, but he is easy to ambush and kill by hiding from him around the corner until he turns his back.

Climb the stairs and get onto the top level. The green soldier you've seen before is up there, down a ladder from you to the east. This is one of the few guards that really tries to be a pain, and he is most worthy of donning a uniform to defeat. Don't climb down the ladder and interrupt his patrol path; you don't want the guy facing you during your attack. In fact, his death can wait a few moments.



Before going after the green guard, look through the door in the southwest corner; a simple security room is there with a computer node. Crawl under the sensors that dominate either path to this computer, and then stand before the unit to activate it. After a short talk with Roger, crawl back and go after greenie! Kill him and climb up the eastern side of the walkway, then enter the lower door—it's the only one you can access currently.

Put on a Blue Uniform and crawl under the sensors to steal a MGS2 Pack. The guard in the corner up there is *very* hard to see, and finding out what color he is can be harrowing. Luckily, the Blue Uniform is correct, and it gets you past this trickster without a hitch. To keep this soldier from hearing the upcoming blast of C4, kill him after finding his blindspot!

With that guard dead, you are free to plant C4 on the wall north and outside of the room. Retreat and shoot it to blast open a path to the next section of the tower. Your mission is complete for now!

SUBTERFUGE AT ITS BEST

Most of this mission probably seems simple to the stealthy mind; these special uniforms almost take the planning out of your kill-free duties. Yet, there are still a few worries.

At first, your progress should be the same as it would be in the normal walkthrough. Use Stealth or Uniforms to get past the first two men, crawl through the ducts, and approach the stairs. No problems there. Climb the steps, access the computer node as normal, and then creep behind the green soldier. Here is the problem; there is no way around him.

This is where it's time to Hang. Let the guard move past you during his route, then climb up and move east when he is past your position.

Avoid the blue soldier using the usual methods, but prepare a set of C4 and an Action +. With a full turn, shoot the C4 and race into the breach to end the mission before the blue soldier has the time to react and spot you. This won't count against your mission points, because Snake isn't seen, and there is no danger from the alert because the mission is about to end!

STAGE 09 (REUNION)

DREAM TOWN

Active Guards: Boss

Card Packs: None

Special Items: None

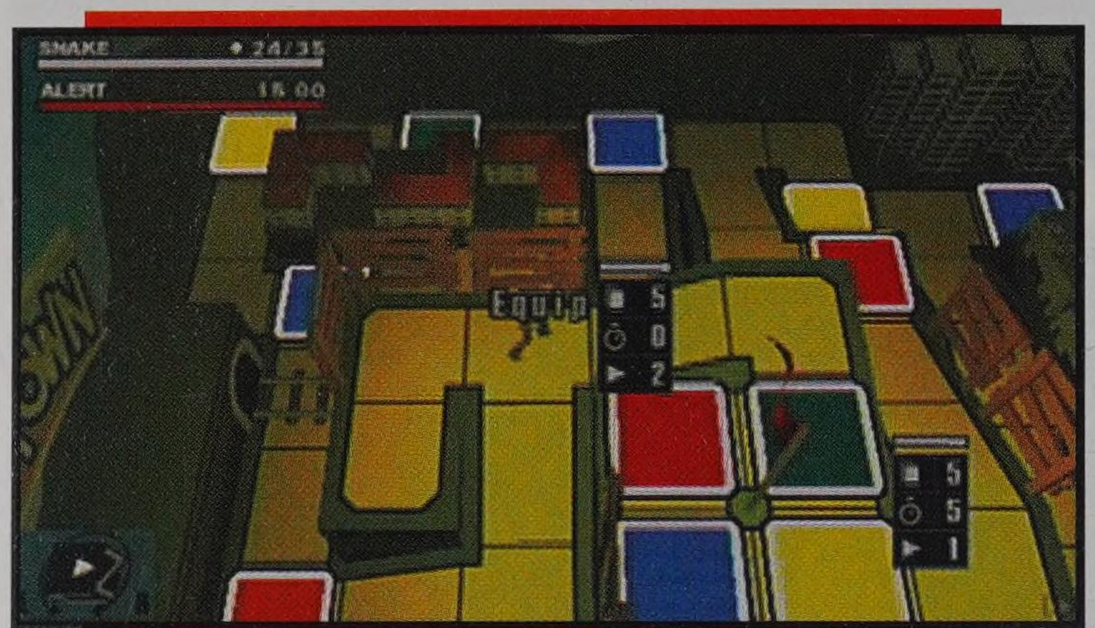
Suggested Cards/Deck: Mine Detector, Grenades, Famas, Socom, Scope * 2, Rations, Body Armor, Action + (optional)

THE BATTLE OF DREAM TOWN

There is only one fight on this level, and it is one that you cannot avoid. A boss waits for you in Dream Town, just beyond the door south from where Snake starts. Taking the proper combination of cards into this mission makes all the difference between a drawn-out battle of attrition and a joyous victory.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
STAGE 09
STAGE 10/05 (RETURNING FOR THE PSG-1)
STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

You need your Mine Detector because there are a number of smaller mines placed throughout the level, and the boss places more during the engagement. Use the Mine Detector before entering the door to Dream Town, if possible. This makes it easy to spot the dangers ahead and destroy the mines with your Socom.



The next trick is to understand what the colored panels do. Your foe uses these to boost various attributes while attacking and defending, but you can use them too! See the following table to learn more.

COLORED SQUARES

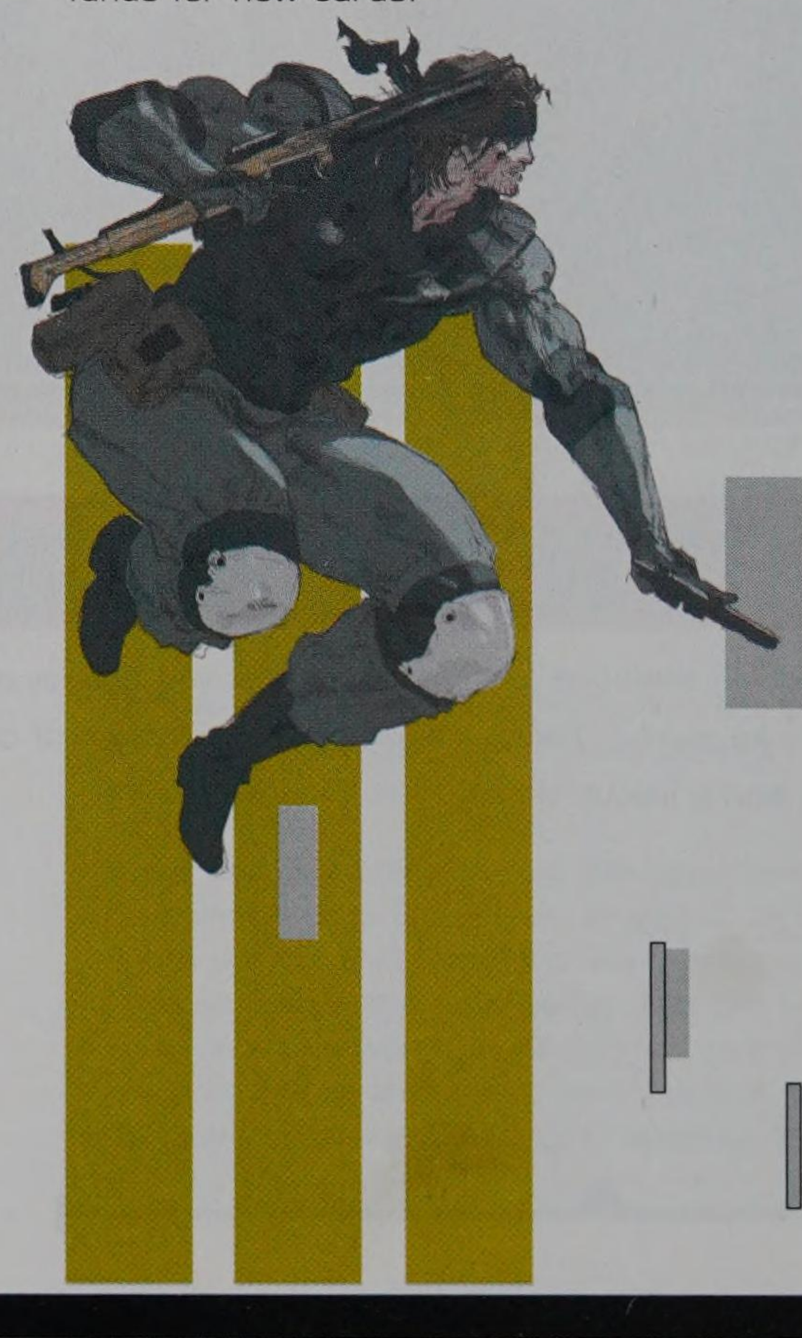
COLOR	EFFECT
Red	Adds to ATK Power
Green	Increases Hit %
Blue	Improved Defense
Yellow	Increases Cards/Turn

Try to get onto squares that fit your strategy. If you are using Action + and blowing through cards or want to cycle to specific ones, get onto a yellow square. For a faster fight, use red ones, or green if you need just a bit of extra survivability while waiting to restore your health!

To defeat the boss directly, use a combination of Grenades and Famas attacks. Grenades are ideal during turns when the boss has accrued high Cost—you won't need to shoot the Grenade because it needs only eight seconds to detonate, and the enemy frequently goes well beyond that sum. Toss these into areas that can hit the boss *and* destroy other mines in the process.

Because of the level's complex layout, it isn't easy to get flank or rear attacks on your enemy, especially early on, when they have range and height on you. Use the Scope and your Famas to ensure high accuracy, but keep Rations handy to restore health lost to counterattacks. Don't worry too much about score. This level awards mission points very generously, even when Snake suffers a fair amount of damage.

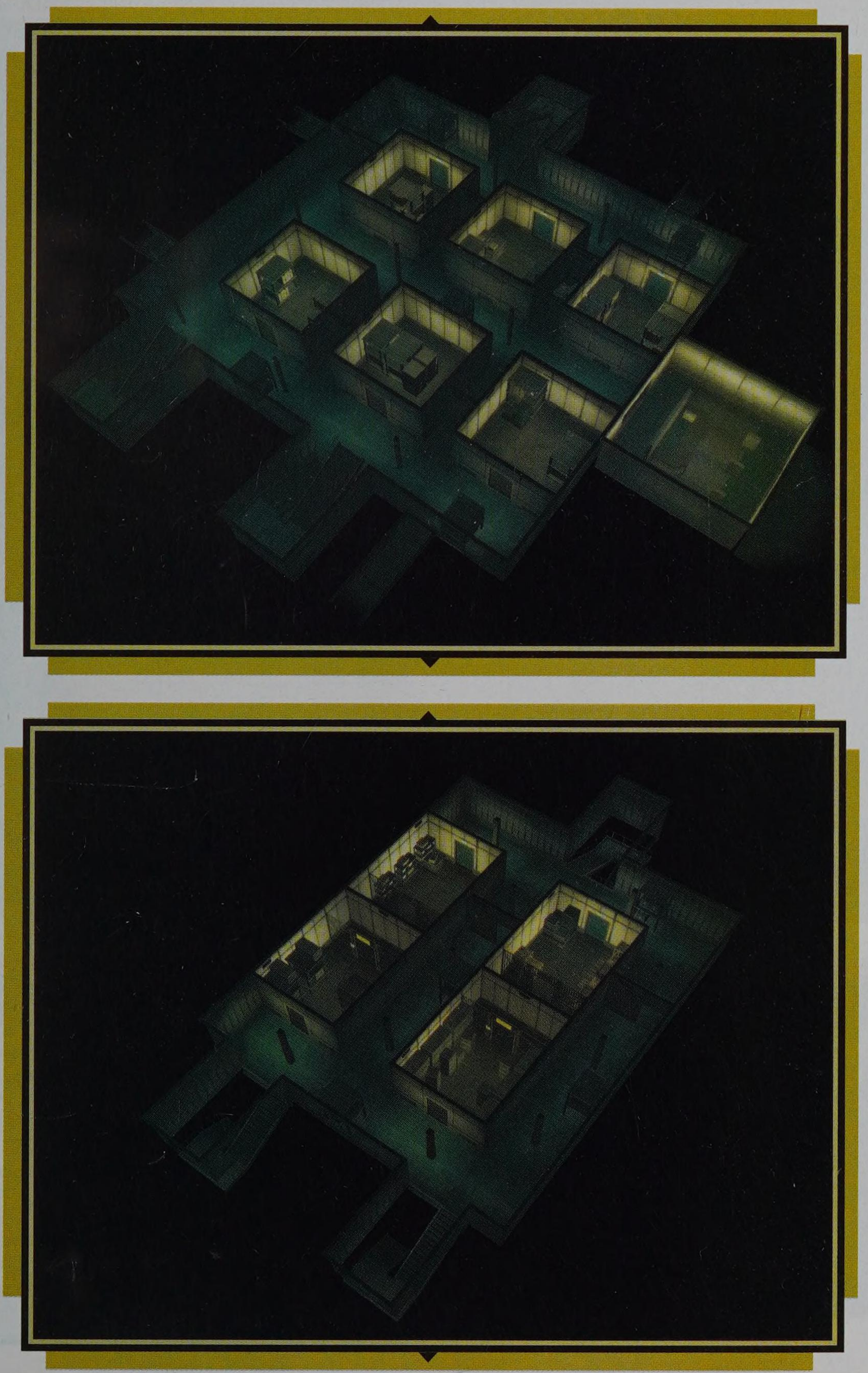
There are many rewards for winning this fight. An S-Rank isn't hard to achieve with some careful planning. Snake gains an increase to his health and deck total, and the Chronicle Pack is now sold in the Card Shop. You couldn't ask for much more than that! Using Stages 04A and 04B, you can quickly mass additional funds for new cards.



STAGE 10/STAGE 05 (RETURNING FOR THE PSG-1)

FIRST FLOOR
Active Guards: 4 ACUA Soldiers, 6 Cameras
Card Packs: MGS2 * 2, MGS3 * 1
Special Items: None
Suggested Cards/Deck: Level 1 and 2 Key Cards, Stealth, Stingers * 2, Famas, HF Blade, movement cards

SECOND FLOOR
Active Guards: 2 Robot Sentries, 8 Armed Cameras
Card Packs: MGS2 * 2
Special Items: PSG-1 * 4
Suggested Cards/Deck: N/A



STAGE 01
STAGE 02
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STAGE 03A (REVISITED)
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STAGE 14
STAGE 14-1
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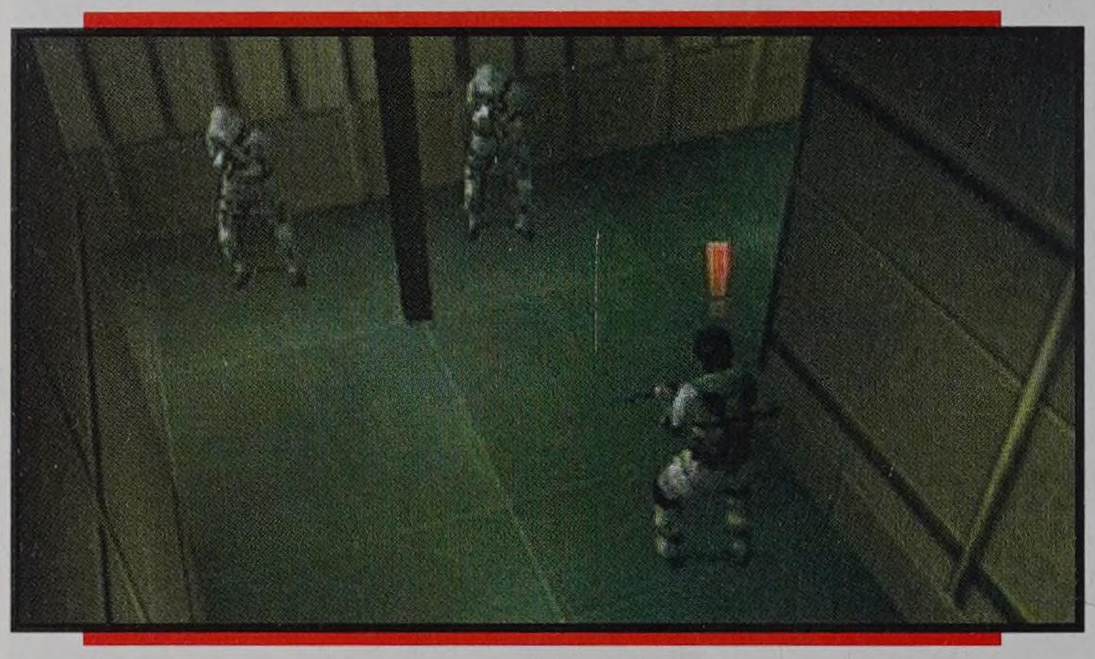
STAGE 14-3
STAGE 14-4

BACK TO THE ARMORY

Enter Stage 10 briefly, but you soon find that Snake needs to head back to the armory. The PSG-1 is your goal this time, and you have access to both Key Cards. Bring both of them, along with a fair spread of weaponry, and then enter Stage 05 again.

The soldiers that were here the last time have been replaced, so your targets are a bit tougher (not too much)—fighting is still an option. If you want to stay safe but take the kills, move down the hall west from where you begin and hide behind the crates in the lower part of the hall. Ambush the guards—using the HF Blade + Stealth if you are truly lucky—to achieve the first kill. Famas and other gun attack are fine too.



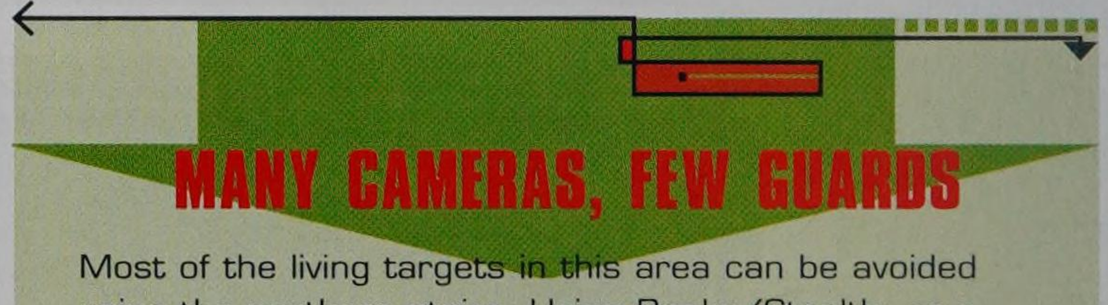
The camera and southern guard afterward are easy. Nobody is in earshot, so a careful Grenade or Nikita Missile are perfect for getting both targets out of the way. That soldier drops an MGS2 Pack. Yet another pack of the same type is inside the nearby room (locked with a Level 1 Door).

Move up the nearby stairs after that, but stay at the top for a moment and get yourself reacquainted with this area. Remember that there are armed cameras at several locations, including up the hallway just a couple steps ahead of you. Destroy that camera, then use guns or a Stinger to obliterate the robot sentry and camera at the far end of the hall. Advance on that position and open the door—you should have both Key Cards equipped at this point, as a fair number of cards have cycled through.

Shoot the camera on the left side of that tiny area while standing in the doorframe, and then crawl down the next part of the hall to avoid the sensors. If triggered, they call a soldier from the north stairs that is ready to lay down some aggressive fire. After going under the sensors, destroy the robot on the east side; it patrols very predictably and opens its back all the time. That sentry drops an MGS2 Pack.

In the same hallway are two doors with Level 2 locks. Open these and loot the chambers. The western room has a security camera—shoot that after just going inside the door. It also contains two PSG-1s and an MGS2 Pack. The eastern room has a camera *and* a set of well-placed sensors just inside the door. This presents quite a problem; if you don't have Stealth to avoid the camera, you are forced to Grenade the camera before crawling in and under the sensors. Note that Stealth defeats cameras but not sensors, so crawl whether you are using Grenades or Stealth! Two more PSG-1s wait for you there.

Come back down to the first floor via the northern stairs. Unlock the Level 2 Door on the west side and leave through the Level 1 Door beyond *after* you have pilfered the MGS3 Pack inside the room. Taking the western door gets you back to the primary hallway of the first floor, where you can easily reach the exit. After leaving the armory, change your decks around to throw in a number of PSG-1s.



MANY CAMERAS, FEW GUARDS

Most of the living targets in this area can be avoided using the northern stairs. Using Books/Stealth, or a careful Knock, the early guards can be drawn away from their posts or avoided. Do this after the Level 1 Card has already been equipped, because you need to open the northern door at the end of the hallway without hesitation.

From there, crawl under the sensors and destroy the cameras in your way as you climb to the second door. Destroy the machines as you normally would, and then unlock the Level 2 doors in the upper level. The western one requires you to gun down the camera, as in the normal walkthrough. The eastern one cannot be beaten without being spotted unless you crawl under the sensors while using a Stealth card to also defeat the camera.

Once you have all four of the rifles, leave the area. It's been some time since you were able to apply non-lethal methods, so it's nice to see that it can still be done!

STAGE 10 (PROPERLY ARMED)

THE SUSPENSION BRIDGE

Active Guards: 5 Disks (3 White, 2 Grey)
Card Packs: None
Special Items: None
Suggested Cards/Deck: Stingers, PSG-1 * 4

OVER THE BRIDGE

This time you have everything you need to cross this bridge without triggering an alert. Equip one character with a full spread of PSG-1s and the other with Stinger and Nikita missiles. This way, each of them can attack the machines that float over the chasm without having to cycle too many cards in his or her deck—dividing your rifles makes things much slower.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
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STAGE 09 (TO THE TOP)
STAGE 09 (REUNION)
STAGE 10/05 (RETURNING FOR THE PSG-1)
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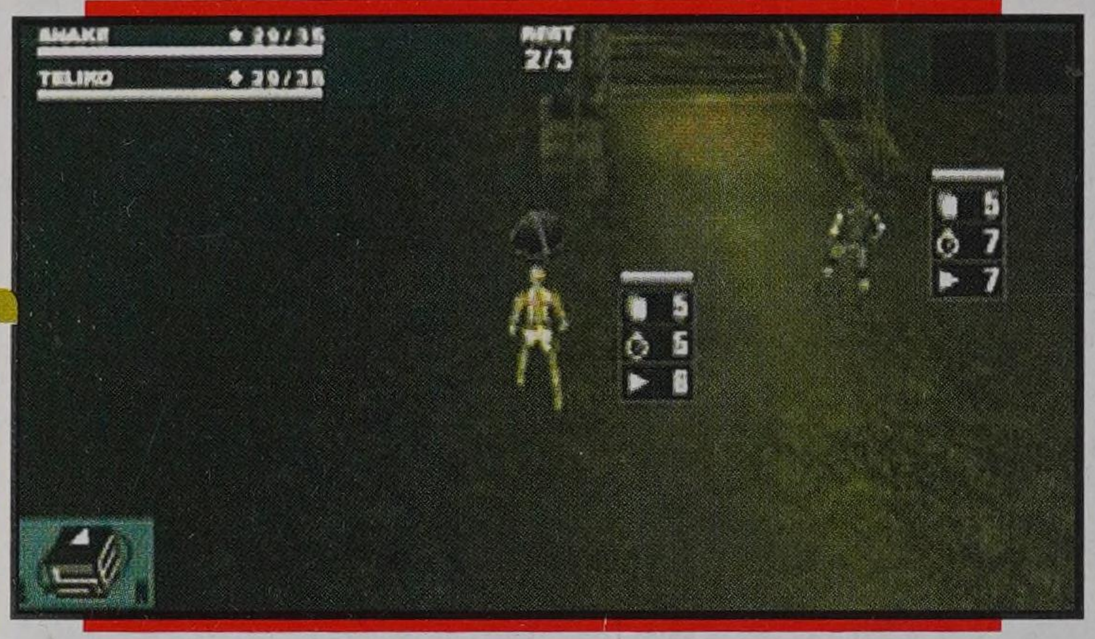
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

Do not approach the edge of the cliffs; there are mines placed there. Stand slightly back from the edge and use PSG and missile shots, as appropriate. Try to time things so that you hit your targets on the flank for extra damage and almost certain kills. Pull back when any of the machines get close to you; though Famas attacks *can* kill the disks, it's a tricky thing and depends too heavily on luck.



Stay safe, and be patient to avoid that alert. If an alert is sounded, you won't be able to beat the level until you defeat an entire wave of well-armed and armored reinforcements. The soldiers charge across the bridge with riot shields and make themselves known. If that happens, use mines in their limited path, stay just beside the bridge to avoid line-of-sight, and prepare an ambush with Grenade and small arm attacks.

When all foes are destroyed, the mission ends and you advance to the most important facilities in this complex. It's all coming together now! As a side point, there are flying troopers here if you return to Stage 10 after beating it. These tough soldiers aren't targetable by Stingers and such, so remove them from your deck before taking on the map a second time.

EXTRA WEAPONRY

This is a wise time to return to an earlier Stage and grab an extra rifle. Back in the second map of Stage 02, there is a locked door that requires a Level 2 Key to access. Within is a chamber that has an MSN NGN sniper rifle. The ammo supplements your existing collection of PSG-1s, making it a very good item at this point in the game.

ANOTHER VIOLENT INTERLUDE

Who says that you need to wait for the right time to use your missiles and rifles? There are faster ways to get the job done, and it's a good time to show what muscle can get you.

Race straight down the middle, shooting the machines that come near with missiles, Famas attacks, and anything else that pops up, such as Stingers. Save your Grenades and Cost Reducers for the guards that are inevitably triggered, then let loose on them as they come down onto the bridge. With a few Rations equipped, it's likely that you can survive even if things go somewhat poorly.

Assuming that you have a somewhat robust deck by now, have an area-of-effect attack card ready for the group of soldiers (Fire Trooper, Vulcan Raven, etc.). Use that to help with clearing them.

This isn't an elegant or high-point victory, but it's fast and saves on Cost, restoring some of the points inevitably lost by being found and taking damage. The big advantage is that some people enjoy throwing caution to the wind from time to time, and this is a fairly neat place to do just that.

STAGE 11A

MOUNTAIN CROSSING

Active Guards: 5 Soldiers, 2 Flying Troopers

Card Packs: None

Special Items: Stinger

Suggested Cards/Deck: Stealth, Famas/R-5, PSG-1, Nikita/Guided Missile, Cost Reducers, movement cards

ANOTHER MISSION, ANOTHER STINGER!

Beating this mission is a simple process, due to the limited number of guards you face at any point and the map's brevity. Yet, trying to get through this mission without being spotted or attacked is rigorous and exciting! A test of your increasing array of stealthy items and tactics lies here, in the mountains before reaching FAR.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
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STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

Take with you a considerable number of long-range weapon cards, movement items, and Cost Reducers. PSG-1s come to the front again, as there are enemies with a fair line-of-sight, and taking them out cleanly makes all the difference.

Your first challenge begins right off the bat; there is a flying trooper just off to your left side when the mission begins. These enemies may be new to you, unless you replayed Stage 10 before coming here. Their high health value and line of sight are formidable. It's quite difficult to bring the fiends down with a single attack, but it can be done!

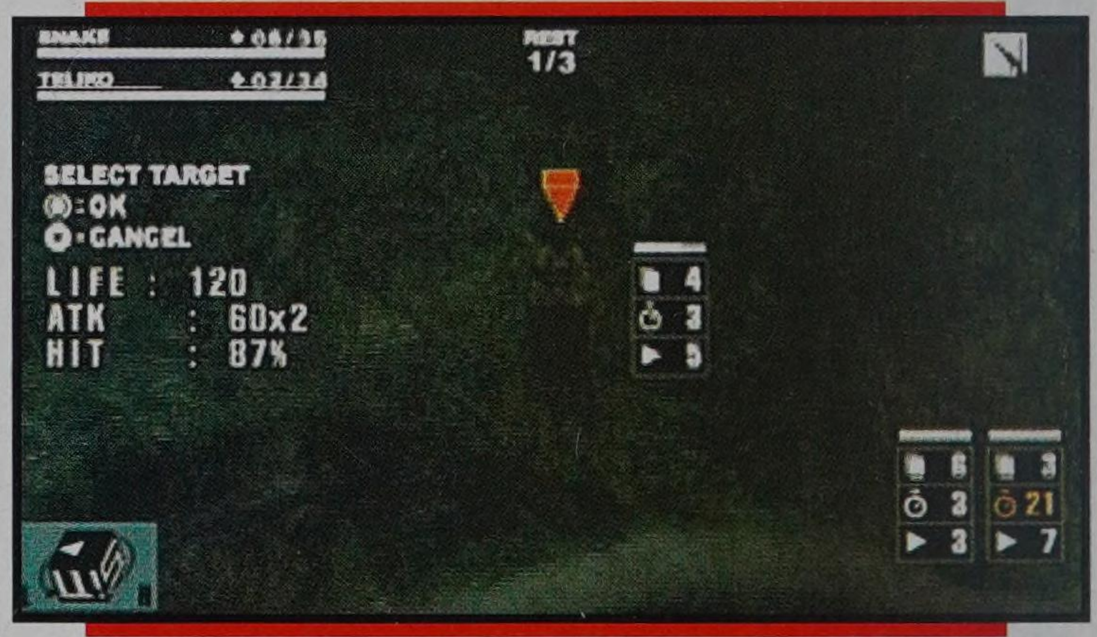
The answer is in your hands: PSG-1s! Use these from behind the flying trooper in the west. A single miss ruins your kill, so have a backup weapon with your other character, but the sniper gets a victory here most of the time! Be sure to attack the rear of the trooper instead of the flanks—it takes the full 50% damage bonus from a rear attack to do 180 damage.

Move west, behind the trooper, for this kill, and then advance on the lone soldier north of that position; he is by an outhouse. Have your second character use a Scope/Famas combination against the outhouse guard's back for a certain kill there as well.

North and east from that position is a Stinger Missile, but there are two soldiers facing it. Until you approach, these two guards face each other and do nothing. Even when you draw near, they stay close to the Stinger and patrol only slightly. Use Stealth to get close to them, as it should cycle in for at least one character by now. If you don't have Stealth for both characters, use cover for your second person while the first takes a point-blank position to attack the rear of the northern guard. Coordinate your timing to hit the northern guard near the same time as his southern counterpart to decrease the danger, but Stealth already acts as a safety net here!

Take the Stinger, then use a PSG-1 attack from the northern guard's old position. Face west and kill the man up on the hill above you; he is the last guard of the area, but it is better to slay him now when the shot is safe!

Hurry out of the lower section and don't worry too much about the flying trooper—he'll spot the movement, but he isn't interested in investigating, and he can't actually realize what is going on, so it won't count against you.



Climb the western hills and get onto the catwalks that double back across the map. Replenish your rifle cards, if possible, for use against the guard in the southeast. Lacking that for a safe attack, you can Stealth and creep in for a close-range kill. Yet, if you have a Nikita/Guide Missile to spare here, the flying trooper isn't close enough to hear when his buddy gets blown to pieces, so that also succeeds.

With the majority of the soldiers down and out, only the last flying trooper is able to defend the area. PSG-1 attacks or a Scope/Famas combo are quite deadly. R-5s, of which you've probably found a few in Chronicle Packs, are also *very* useful at this time. The high damage and anti-air properties of these weapons brings them forward in these late levels of the game.

STAYING IN THE SHADE

The points for this level are arranged such that even a full S-Rank is easy to get if you are fast. Being spotted doesn't knock you off of that highchair, but trying to avoid it without killing everyone is the work of a pro. Yet, it can be done.

For a quiet run, Stealth cards are a must! Use these to pass the early soldier and his flying ally. These two are otherwise quite brutal to avoid. Move north quietly and hide under the west cliff without moving into the gaze of the soldier above. The two soldiers by the Stinger are avoidable, and take a great deal of time to avoid without drawing major attention (and using up more Stealth cards).

If you must show off and get the Stinger without killing anyone in the process, approach the southern guard casually. He'll move north without a glance and leave the Stinger exposed. Use movement cards and Cost Reducers to slip in, grab the weapon, and be gone before the guards can circle back and spot you.

Either way, you still need Stealth or an M9 attack to get the upper soldier out of the way before climbing to the catwalks. The guard on top of the catwalks is just as brutal, and he too is best left unconscious with an M9 tranquilizer.

Though the flying trooper has been dormant for a long time, don't try to move under him and feel safe in doing so! He starts a southern patrol when you move onto the later catwalk, and he becomes quite a pest. Knock him out too, and move to the end in a burst of speed if you are heavy on those cards. Otherwise, take down the cliff guard a second time (he likes his naps), and finish after that.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
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STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

STAGE 12

OUTSIDE FAR

Active Guards: 5 Soldiers, 4 Armed Cameras

Card Packs: MGS1 * 1, MGS2 * 2, Chronicle * 1

Special Items: None

Suggested Cards/Deck: PSG-1, Famas/R-5, Scope, movement cards, Cost Reducers

FAR OUTER COMPOUND

This area is quite large, but you won't need to fully explore it at this time, unless you would enjoy doing that. For those who enjoy the fighting, there are many covert kills to be had while stalking through the outdoor areas, and the guards who patrol lack the frightening health of the flying troopers you've been learning to bring down. Yet, remember to shoot for the flanks and rear; these soldiers have riot shields, and you don't want to blow through all that.

The two soldiers near the entry point are good for supporting each other; prepare weaponry for each character, and come at the flanks of these soldiers around the same time. Use a Famas/R-5 ambush on one, and a PSG-1 assassination against the other; no one else can hear a thing. Search the building north of there for an MGS2 Pack when you are done. Like a mirror's image, a similar building to the south also has an MGS2 Pack.

Inside the central building is a Chronicle Pack. There is also an MGS1 Pack in the small building southeast from that structure. After the guards are down and the cards are yours, move both characters onto two of the blue circles by the eastern gate to complete the mission.

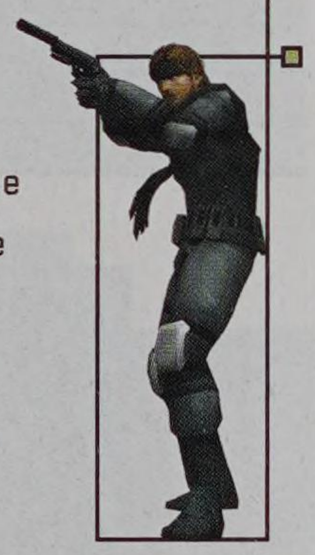
TIGHT REQUIREMENTS, HIGH REWARDS

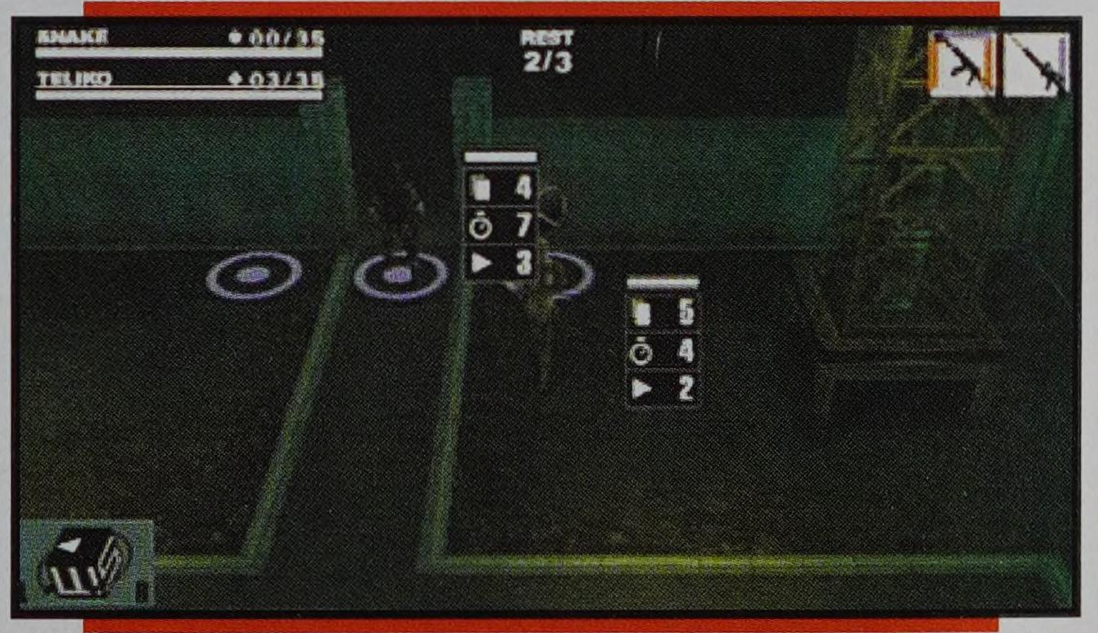
It is *very* hard to get an S in this mission while you are learning the area *and* collecting the card packs. The par for Cost is extremely low, so your grade suffers tremendously by looking around and getting extra goodies. For a higher score (now or later), ignore the side building and race to the east immediately. Gun guards down as you go, and don't worry about the upper of the two eastern soldiers; slice down the lower one instead. Use the trucks nearby for cover, because the northern patroller glances down toward his buddy from time to time. Then, dash for the circles.

Stage 12 is actually a very good place to farm points and free cards from its easy S-Rank victories on future runs; this is especially true if you take the militant route and merely blow down the guards in your way each time. This nets several thousand points for a map that only takes a few minutes to win.

VOLATILE, TO SAY THE LEAST

The barrels in this yard, like most barrels, are highly explosive. This shouldn't be used against any of the early guards, because it alerts the others quickly. But it's easy to take out any final targets if they stand near these drums. It's good to know that the one soldier *way* up to the north, past the cameras, can't hear anything short of a new world war from his position, so that guy is a non-issue.





Move both characters east and hide behind the central building there. Two more guards are ahead of that position, and they patrol once you move forward a fraction. The northern guard is more dangerous because he comes forward and can easily spot anyone who is moving toward him (without Stealth). Either take the southern patroller as a twosome, or split up and have someone with Stealth move against the northern target.

STAGE 01
STAGE 02
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STAGE 14-4

MORE GOOD STEALTH

With the listed methods, you can achieve a full S-Rank (without getting the card packs), and do so without being seen or delayed. To do all this without going for the kills, prepare for the trip with Stealth, *many* movement cards, an ADA (if possible), and your trusty M9.

Stay covered and move south from the beginning. Move east from the lower route, using the limited visibility of the patrolling guards as your opening, though it is critical to move quickly and efficiently, using Cost Reducers/Ada, and so forth. If Stealth pops up in time, have that character stay apart from your second person and knock to draw off any guards that will get a turn before you are properly behind cover.

Hit the lower guard to the east with a tranquilizer (via your M9), and hurry to the exit. This area is so short that any failure is not a major issue, because you can easily return and perfect your technique.

STAGE 13

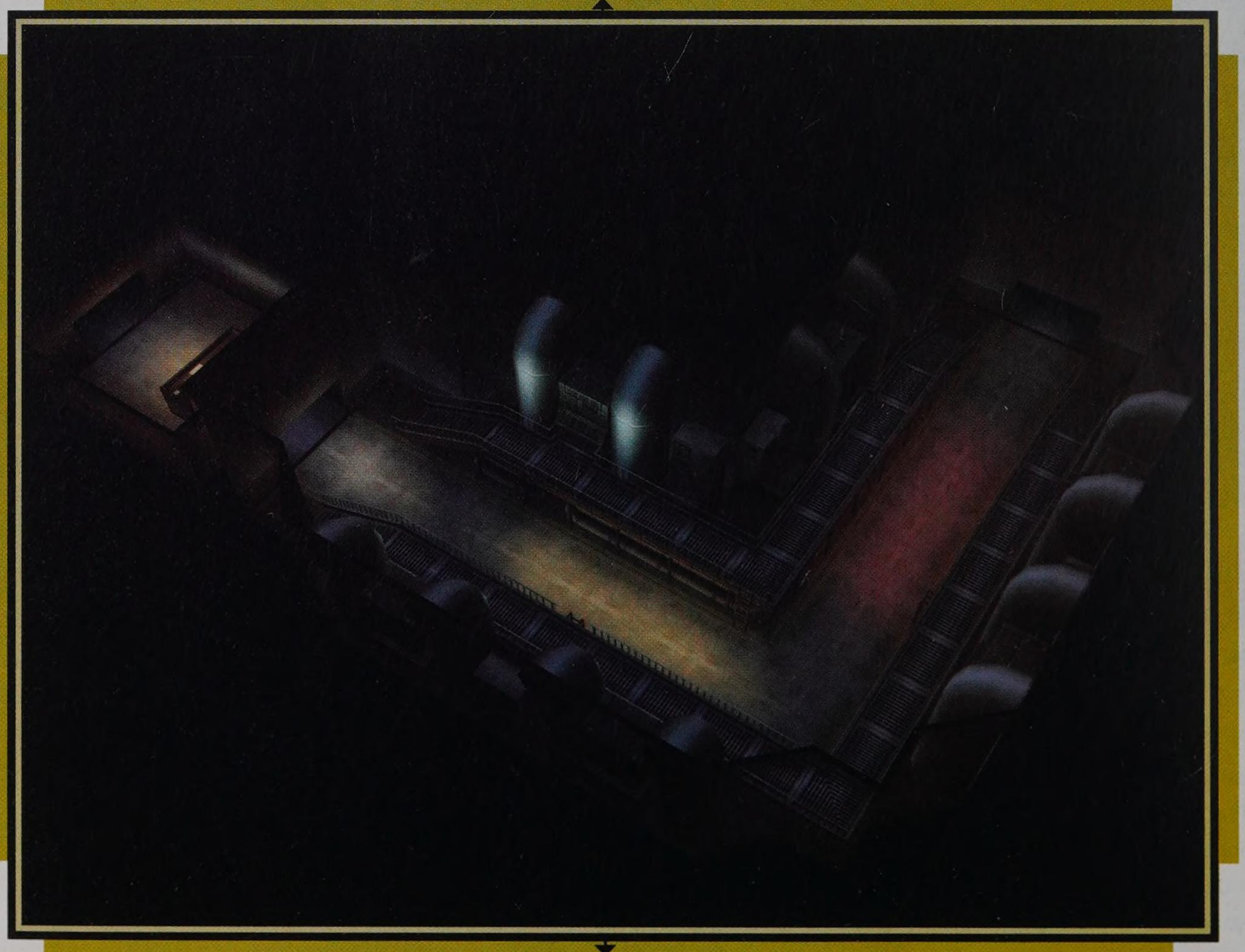
ENTRYWAY TO POWER STATION

Active Guards: 6 Soldiers

Card Packs: MGS1 * 1, MGS2 * 1

Special Items: None

Suggested Cards/Deck: Nikita Missile/Guided Missile (2 or 3), Famas/R-5, Grenades, Stealth, PSG-1, Rations, and Body Armor (optional)



BENEATH THE WALKWAYS

Active Guards: 6 Soldiers
Card Packs: MGS1 * 1, MGS2 * 1, Chronicle * 1
Special Items: None
Suggested Cards/Deck: N/A

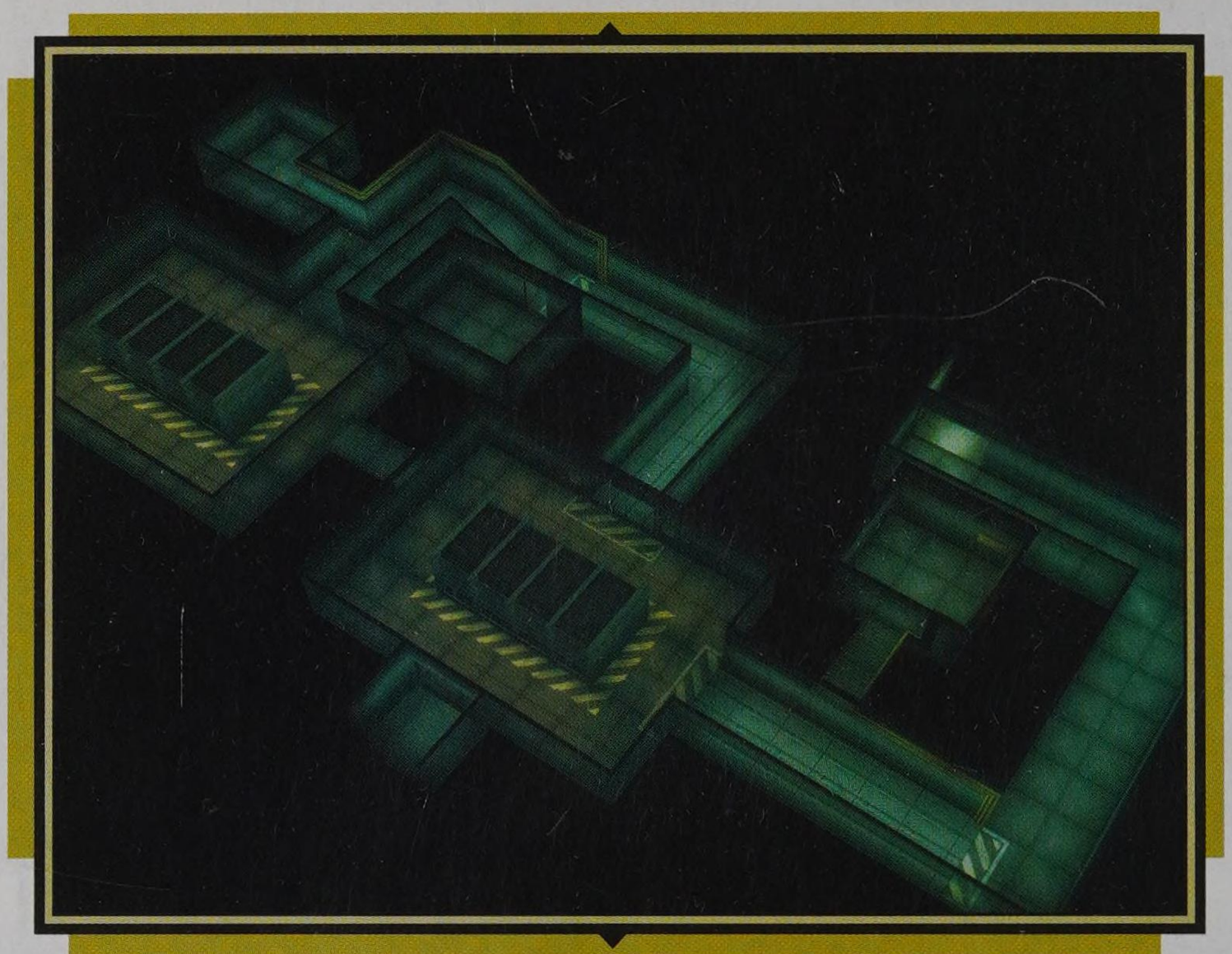
GUARD POST

Active Guards: 6 Soldiers
Card Packs: MGS2 * 1, MGS * 1
Special Items: None
Suggested Cards/Deck: N/A

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
STAGE 09 (REUNION)
STAGE 10/05 (RETURNING FOR THE PSG-1)
STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

ELECTRIC FLOOR

Active Guards: 5 Soldiers
Card Packs: Chronicle * 1
Special Items: Stinger
Suggested Cards/Deck: N/A

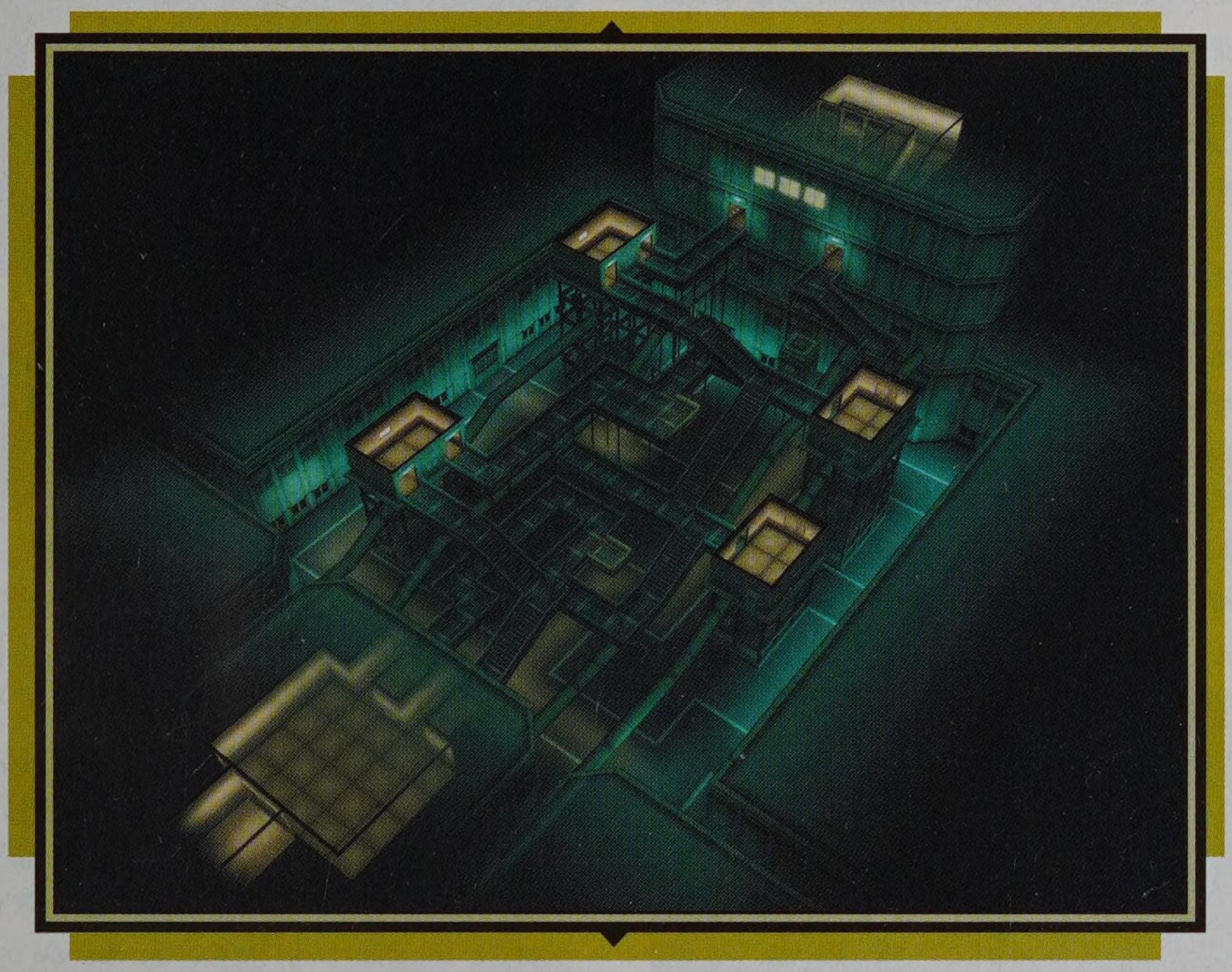


SECOND POST

Active Guards: 3 Soldiers, 2 Robotic Sentries
Card Packs: Chronicle * 1
Special Items: None
Suggested Cards/Deck: N/A

POWER CORE

Active Guards: 5 Soldiers
Card Packs: MGS1 * 1, MGS2 * 1
Special Items: Stinger
Suggested Cards/Deck: N/A



MOVING IN

The power station is very large, and there are multiple, independent maps to pass before you can shut the place down. In this entry area, you have a linear path between two catwalks. Six soldiers guard the area, but only one of them has high health: the first guard on the southern catwalk.

Take a few turns to prepare your characters and cycle through their decks; this is worthwhile considering the long span of this stage. Look to use equipment upgrades, because both characters should have at least four equipment slots during this run. Equip an R-5 on one person and a PSG-1 on the other, and make sure that both of them have cards to use as ammo before leaving cover.

Save the explosives for later guards in the area. At first, rely on Famas/R-5 attacks for the closer targets and sniping shots for more distant enemies in the line of sight. Beyond the usual, make extra effort to achieve flanking shots, through the Stealth card if necessary; the soldiers here have Front Evade, and losing a round of sniper fire to that is painful.

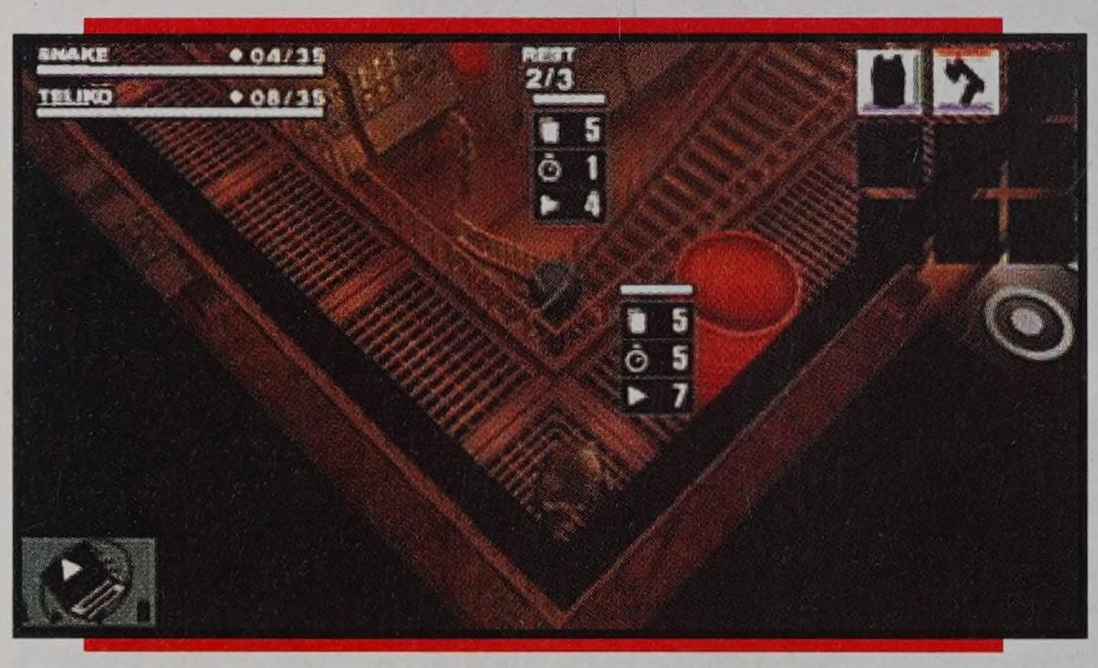
The southern catwalk has an MGS1 Pack that is safe to collect while advancing. After turning the bend, there is also an MGS2 Pack, but that one is down on the lower floor. Collect these while moving to the white exit circles.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
STAGE 09 (REUNION)
STAGE 10/05 (RETURNING FOR THE PSG-1)
STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

MOVING UNDER THE WALKWAYS

The walkway area looks confusing at first because of the difficult perspective. Don't advance until you are ready, and do not fear that you will be discovered; the view of your section is greatly impaired by the electronics in the center of the level. There are also a few card packs out there, so your exploring will not go without compensation. The first such treat is an MGS2 Pack just a couple blocks away, north and west from your starting position.

When your weapons are restored, advance to the electronics area and use a sniper rifle or a Scope/Famas combo to shoot the central walkway guard off from his perch. Have your other character take down the southeastern guard in the same manner while climbing up the stairs in the corner. This gets you complete control of the south and a vantage point to attack the northern guards.



Wait for the lower guard in the northwest to patrol a short way, taking him far from his allies, and then snipe him. Another one of the lower guards may hear this, but he'll run to his death because he can't see where the shot came from; have your second character mow him down from above. After that, it's merely a matter of sniping the other two guards via the same methods, though you can use a Nikita Missile for the final target if guns seem blasé.

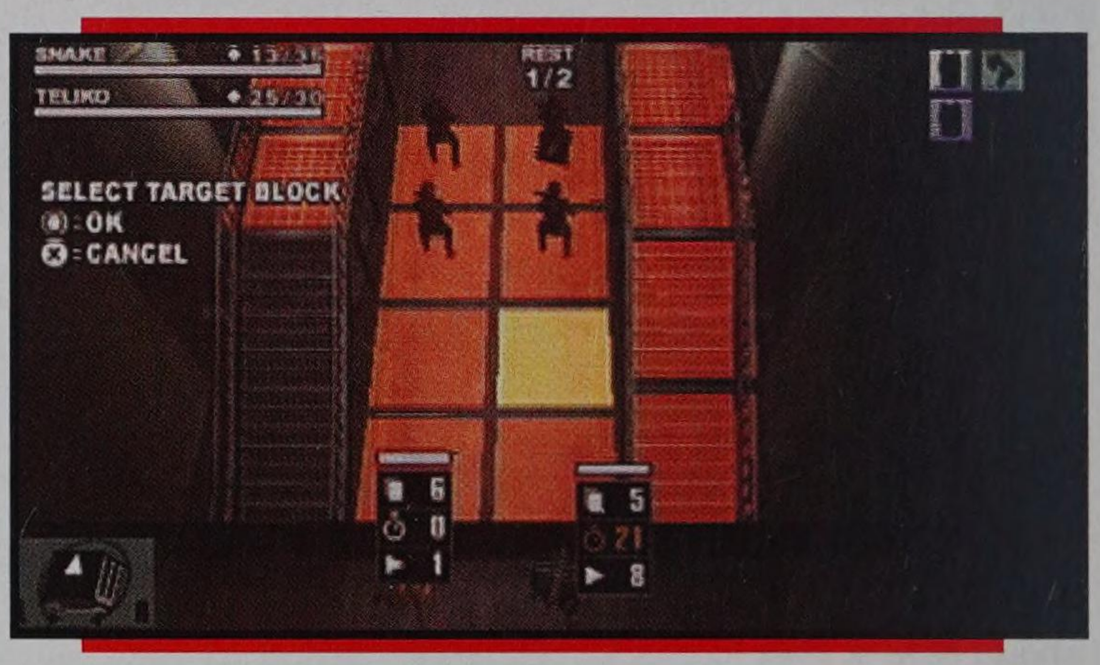
The lower level's northeastern corner has an MGS1 Pack, behind an explosive barrel. More importantly, there is a Chronicle Pack on the southeastern corner, on top of the catwalk. Collect that one after descending from the first walkway and moving over to the eastern stairs. This gets you out to the exit and up to where you can take this more-expensive card pack.

THE GUARD POST FACES THE WRONG WAY

This area is a piece of cake if you are perfectly equipped on the way in, but whether it's worth wasting turns at the end of the last area to cycle your decks is a matter of preference. Either way, there are six soldiers in the level beyond, but they all face away from your characters. There is one guard on each catwalk, flanking the center hallway. The other four are in a tight square down the middle.

If you have everything prepared for a Grenade toss, use that and shoot the Grenade immediately—the guards will move forward on their patrol, so your first character needs two actions, a Grenade, and a weapon attack to pull this off. This entirely destroys any hope that squad has of being effective. Or, for full-on evil, use a Nikita Missile on the back of the guard patrol; they move ahead a few spaces, but the missile keeps going right behind them and destroys *everything* they ever loved.

Your second character can drive this home further by shooting at the back of the guard on the right; he has more health and considerable close-quarters combat skills. You certainly want him dead even more than his buddy on the far side. The alternate guard is tougher than he looks because of some heavy armor, so he is best left as a final target.



Mop up what is left after this is done, then collect the MGS2 Pack from the center of the room and the MGS1 Pack from the upper-left walkway. Players who come into this area without fully weaponry can sneak by using Stealth after killing one of the walkway guards.

Continue looking out for the Evade cards that a number of the guards carry. Front and Back Evades are seen with fair frequency. These are combined with weapon cards to counterattack. This improves the power of indirect attacks (e.g. Grenades), because no reactions are made to their blasts. Reaction Block is a great card for using normal weaponry, as it prevents these problems, but you aren't likely to have picked up one yet unless luck has been quite kind.

KEEP YOUR FEET OFF THE FLOOR

This map eats Cost for breakfast, especially if you didn't bring many Nikita/Guided Missiles. To clear your entry area, slip to the wall in front of your party and rest for a moment. With weapons ready, turn the corner and time things so that each character mows down one of the guards there. Their third patrols back and forth, but you should have your turns again before he manages to come all the way over; use a Grenade and have your second character shoot it to keep from running into his line of sight.

Stand at the room's northern edge, but do not step onto the nearby grid—it's electric! Use Nikita or Guided Missiles to disable the substation that is north and west from that position. Your first missile needs to hit the guard in the hallway, otherwise he'll wise up pretty quickly and shoot your missile out of the air. If you are trying to be quick, your next shot should be for the substation itself.

TRYING TO BE PERFECT?

It takes longer, but you can avoid the alert that triggers when the first substation blows. Instead of going after the power unit, use a missile to kill the guard in the chamber south from there. This prevents anyone from hearing the next attack.

The first grid (to your north) goes down. But, the eastern grid is still active. To get a flight path for that hidden substation, walk north and west. Sneak down to kill the guard at the end of the corridor, if he isn't already blown to pieces, and take the nearby Stinger from the corner. Then, have your next character stand with a guided weapon at the observation hole on the side of the room. Fire though that and track the missile east (around the electronics), and toward the hole on the top end of the next tunnel—BLAM! The second substation is gone, and both grids are down.

FREE CHRONICLE PACK

Look south of where the hallway guard was standing. There is a room hidden there that is *very* hard to see, but a free pack of cards is inside of it. Pan around with your camera and move to open the door. Then take the item before moving on.

Move your characters to the eastern side of the map and crawl under the larger sensor ahead; the first sensor is easily avoided and not worth crawling under. Run to the white circles afterward.

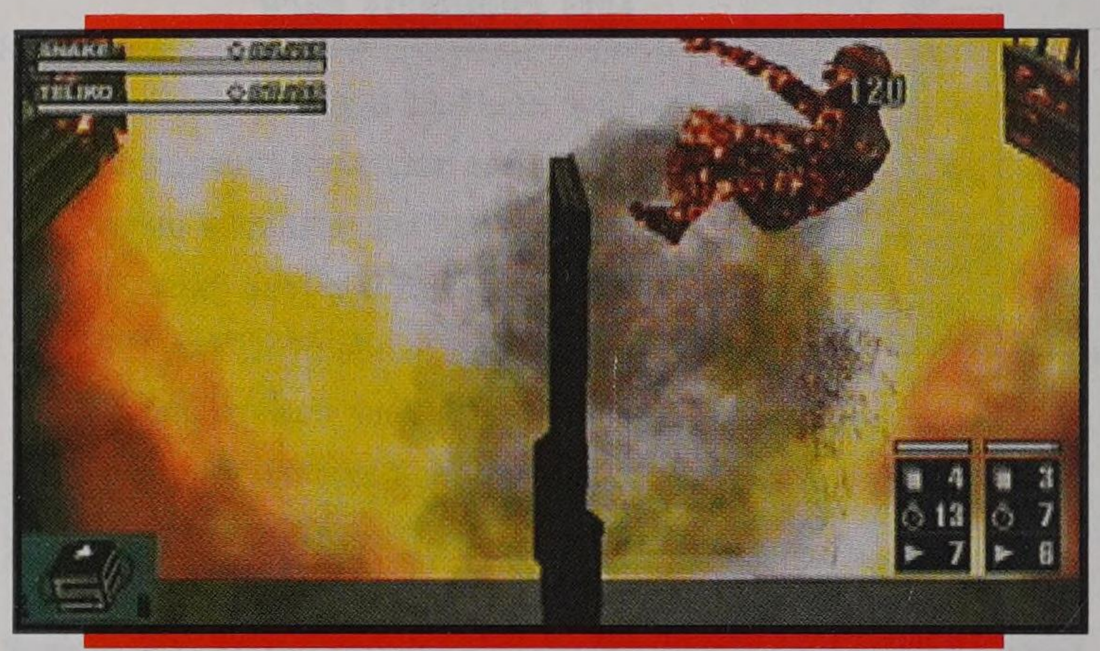
THE SECOND AND FINAL GUARD POST

This short stretch of corridor has nothing more than an enjoyable fight and a free Chronicle Pack of cards. Rest to get your characters up to their full action total, and then prepare the following round. Your goal is to kill the first of the three guards in the middle of the passage and then set off the barrels beyond to slay the other two in a fiery inferno. This can be done with guns, a Grenade and shoot trick, or almost anything else you have in your hands. The issue is to time things so your characters act simultaneously.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
STAGE 09 (REUNION)
STAGE 10/05 (RETURNING FOR THE PSG-1)
STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

The robotic sentries won't respond to the immense noise this makes. They only burst into action if your characters start to reach the map's halfway point; the droids turn around and spot and/or attack you if that happens. To prevent it, snipe the sentries or hit them with missiles!

Don't walk over the burning oil in the center of the hall; go down one of the walkways and come back for the Chronicle Pack once you are on the other side. This has the extra benefit of avoiding the sensors that litter the central path, and crawling through hot oil would be most unpleasant. Leave the map when you are done; there is only one section of the plant left to beat!

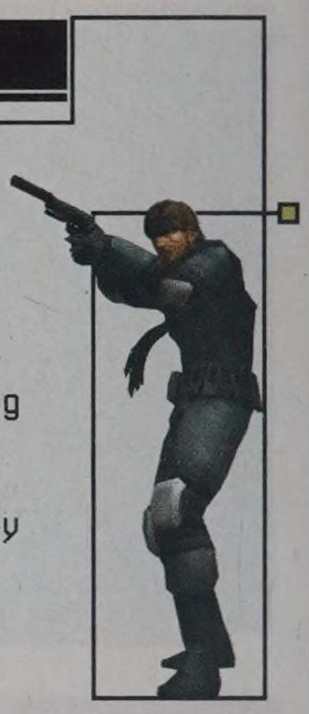


FIVE GUARDS, A BIG SWITCH, AND THE DARKNESS OF SUCCESS

It won't be long before you get to save, put your feet up, and spend some well-deserved points. Just take down this last cluster of soldiers and you'll have smooth sailing for the rest of the level.

On the paths ahead, you are forced to divide your party. Have one character walk down each passage and open the doors at the end. Use Scopes and your best weapons to clear the five soldiers who are north from there. They are terribly vulnerable, and only the one at the far back is out of Scope range. This means that several rounds of shooting while advancing can thin the numbers without the enemy getting a single shot in return.

CALL TO JOHN, OR WHATEVER HIS NAME IS



The front four soldiers are completely easy pickings, but the last guy is far enough out of the way that you can't hit him from the front. Yet, he'll come running once he realizes that the others are getting taken out and are trying to call for help. Knock down each soldier, in tandem, as they try to call for assistance. They won't see you at all, and no alert will start, because the guards have no time to complete their calls, but the rear ones keep coming forward (straight into the crosshairs).

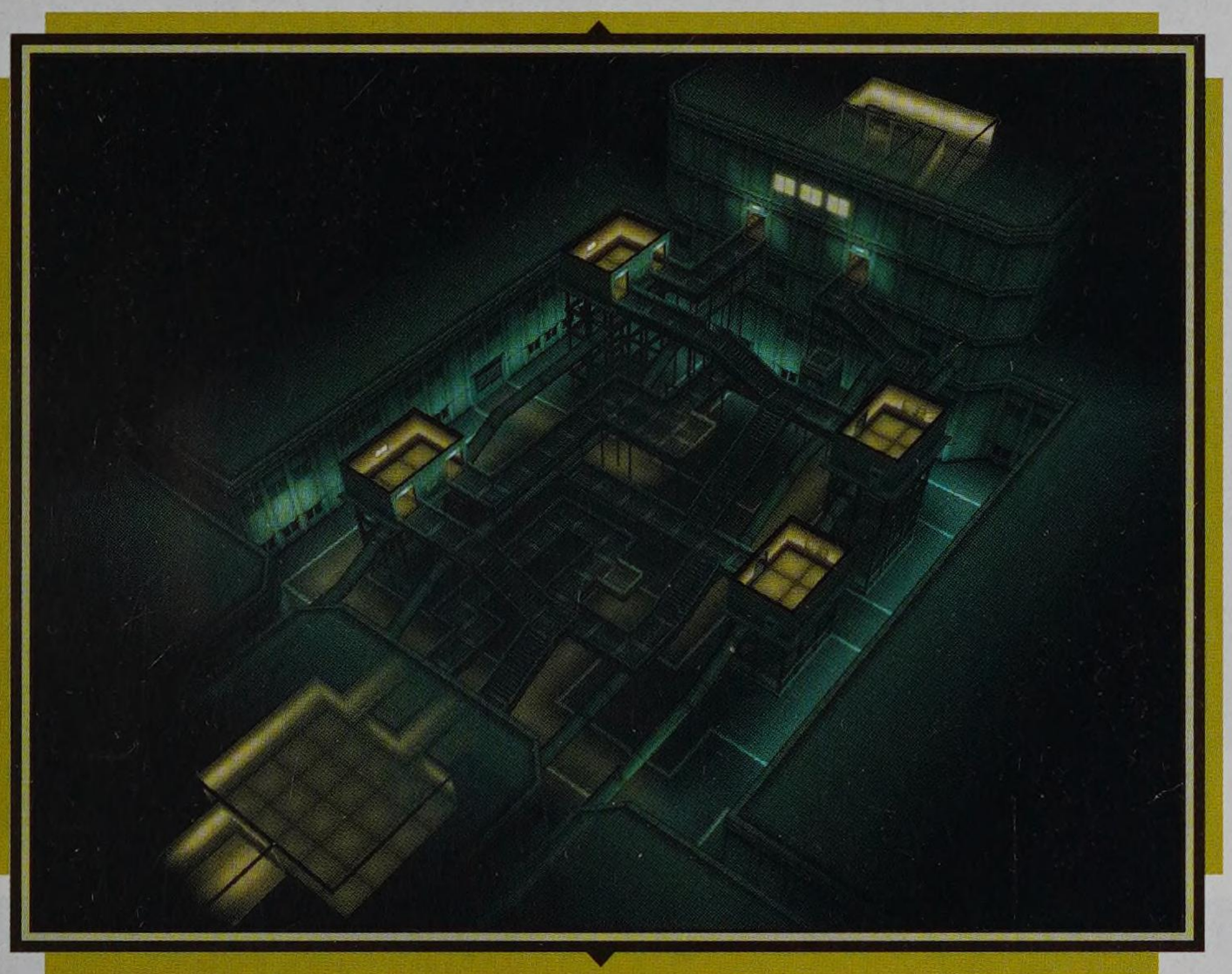
After the five guards are dead, it's only a matter of leapfrogging to open doors for each character. Have the left character move to the first room on the west side and use the console there. This opens the door for your second character on the east side, where you gain another Stinger. Walk west and outside when done and get an MGS1 Pack. Then head north. Continue to flip-flop consoles, and look for an MGS2 Pack in the next eastern room.

There are no further challenges in this part of the run; both characters reach the doors at the far end without any trouble, and the mission ends as soon as you approach the door to the central control room. Save, take a break if you like, and get ready to do the entire place in reverse to get out. Oh yeah, you'll be doing it in the dark next time!

STAGE 13 (IN THE DARK)

POWER CORE

Active Guards: 5 Soldiers
Card Packs: None New
Special Items: None New
Suggested Cards/Deck: Reduce Guided Missiles to 1, add Marionette Owl * 2 (one for each character)



SECOND POST

Active Guards: 3 Soldiers, 2 Robotic Sentries
Card Packs: None New
Special Items: None
Suggested Cards/Deck: N/A

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
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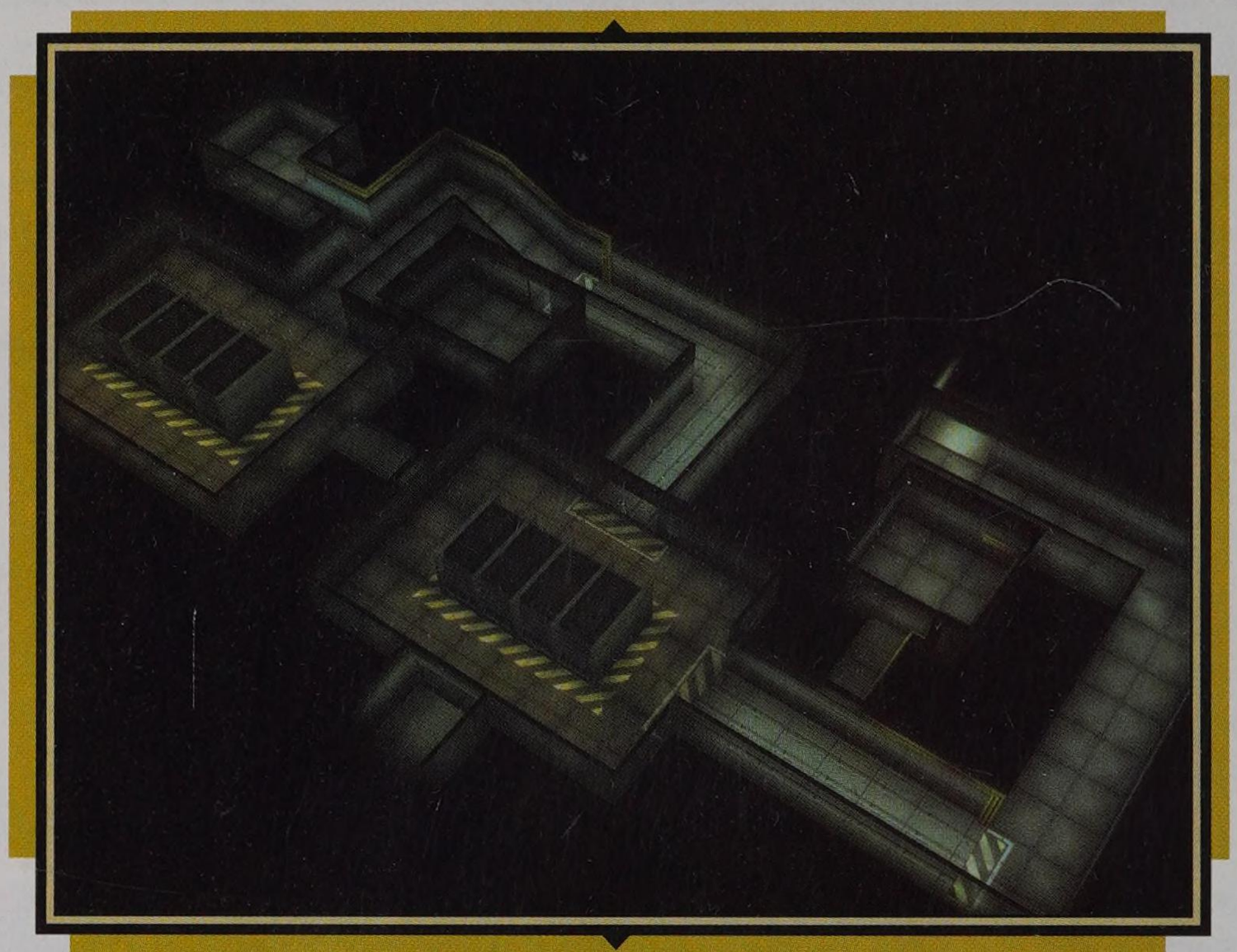
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

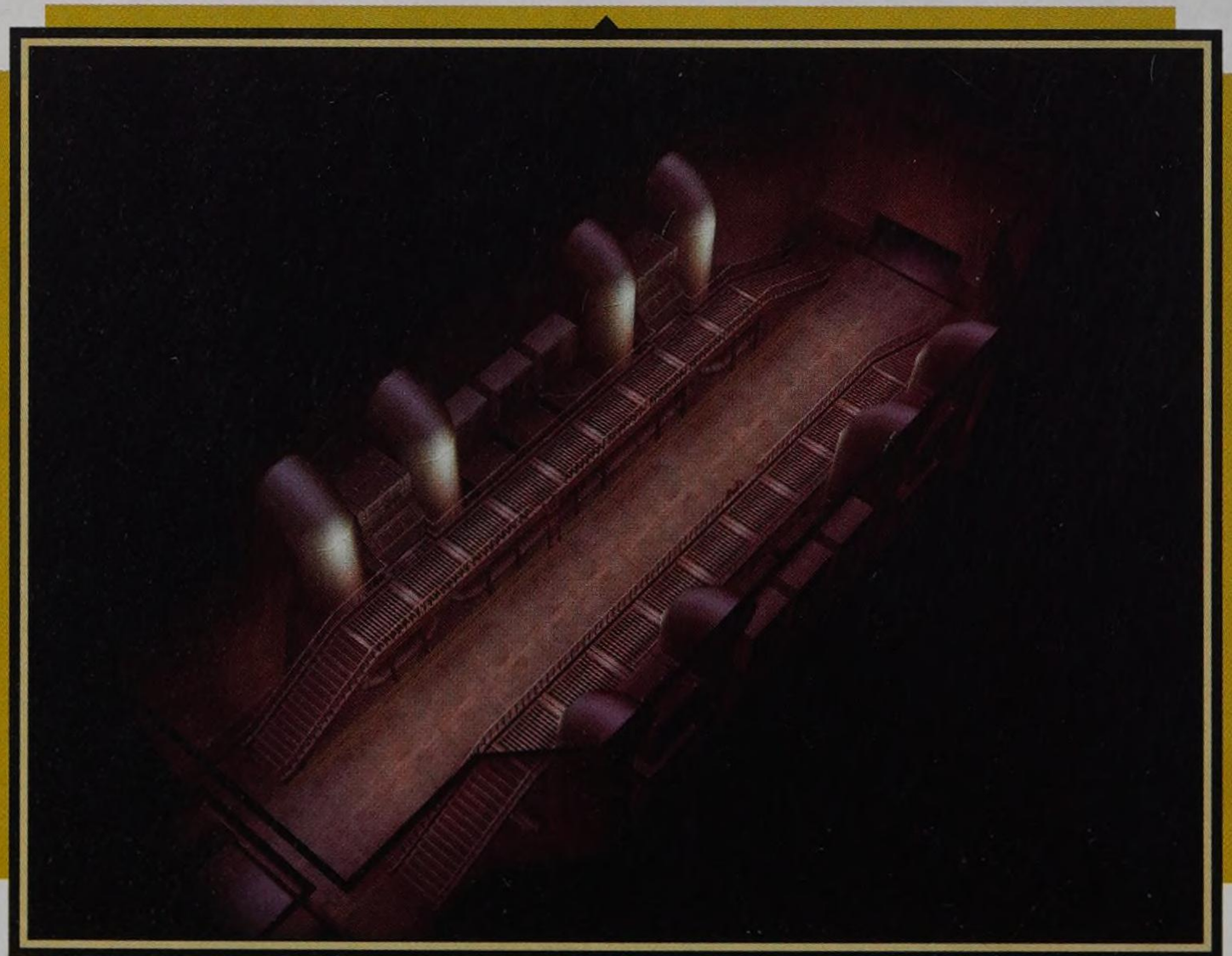
ELECTRIC FLOOR

Active Guards: 5 Soldiers
Card Packs: None New
Special Items: None New
Suggested Cards/Deck: N/A



GUARD POST

Active Guards: 6 Soldiers
Card Packs: None New
Special Items: None New
Suggested Cards/Deck: N/A



BENEATH THE WALKWAYS

Active Guards: 5 ACUA Soldiers
Card Packs: None New
Special Items: None New
Suggested Cards/Deck: N/A

SWITCH INTO REVERSE

Essentially, you must do five of the six maps a second time to escape the facility. Of these, the only huge change is that the final map (Beneath the Walkways) has new foes for you to engage. Yet, the dynamics of each encounter are new and dangerous because of the darkness. Sniping at long range is not the simple answer unless you are able to take advantage of the darkness.

I ATTACK THE DARKNESS

If you do not become a creature of the darkness, the enemies will make use of it instead. The natural disadvantage you have is that you do not want to be seen, and enemies are quite capable of spotting you while moving into your line of sight. They don't really care whether you see them, because they think their allies will be enough to even the fight.

To prove them wrong, use Marionette Owls [Card 172]. Give at least one of these to each character and use them during the important section of each map. For 40 seconds, the person with this card equipped can see twice as far in the darkness. That makes such a huge difference that sniping returns to the forefront.

The plant's core area is where you ended the previous mission set, and it's where you begin this time. Return to the beginning, using the same steps and motions as before to unlock the way. Use your Marionette Owls after leaving the door into the open chamber. Advance while firing, and your enemies won't be able to see a darn thing.

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
STAGE 09 (REUNION)
STAGE 10/05 (RETURNING FOR THE PSG-1)
STAGE 10 (PROPERLY ARMED)
STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

SECOND GUARD POST

The changes are slightly more noticeable in the second map; there are three soldiers and two robot sentries, as before. However, the robots are on the southern end of the room this time, and the darkness makes it harder to know when to hit everyone. Rest, get a couple of weapons ready for each person, and then blow up the barrels—the alert does nothing, and no reinforcements arrive.

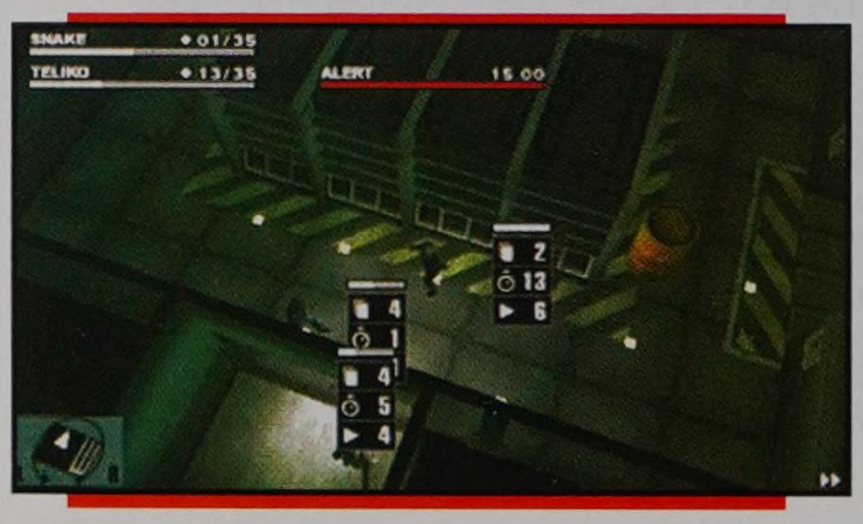
Hit the Marionette Owls after doing this and look for those robots; take them at maximum range with heavy sniping shots, then move out when they are cleared. When the sentries are aware of the danger, they slowly approach through the darkness, but this leaves them open to supporting fire from you second character—leave one person on each catwalk.

THE SILENCED GRID

Fortunately, the room with electric floors is even more offline than when you left it, so missiles won't be needed. Crawl under the sensors on the east side, and gather your characters on the southern end of the map. Before walking up to the front room, where the exit lies, use your Owls and wait until you can see at least two of the patrollers before starting the attack. An alert here brings riot soldiers, and this can lead to a long and costly engagement.

DARKNESS ISN'T JUST ABOUT RANGE

Enemies that slip onto your rear or flanks disappear temporarily. This makes it even harder to know exactly what is going on when you lose control of a situation. Greater patience than ever is required to avoid heavy firefights in these maps. The flow of combat distorts when you can't scan around and see exactly when each enemy's turn is approaching. Be hesitant in starting fights, and always keep a spare weapon, no matter how likely a kill seems.



THE FIRST GUARD POST REVISITED

Though this map was quite easy the first time through, it's somewhat dangerous now. Use a missile attack only if you are able to launch on the first turn. Otherwise, the soldiers are likely to complete their march and turn to shoot down your beloved Nikita.

Save a few movement cards and creep down one of the walkways (the same one for both of your people). If you wish to avoid some of the fighting here, wait until you are about to be spotted and simply charge through the walkway, killing only the lone soldier there. It isn't too hard to reach the end point of the level without killing everyone. This saves some resources for the next engagement.

ACUA ARRIVES

This fight is the main attraction. You are accomplished with dark fighting and its new tactics now, and the five ACUA soldiers who come into the walkway area to stop you put them to full use. The mission is complete as soon as these final guards are taken out, but each has high-end equipment and the natural health to match.

Use Marionette Owls in a staggered fashion; have one character use theirs for a few turns, then switch to your other character. This way, you are never left entirely without knowledge of your enemy's movements. Once any noise starts, the battle draws itself to you, with two of the ACUA warriors attacking from the upper walkway and the rest moving forward for melee attacks and general close-range firing.

Stick in the northeast corner and use Rations and Body Armor if your people have suffered any wounds on the way here. Then, open the engagement with a missile attack against the nearest ACUA trooper; the Level 3 Back Evade cards that are equipped on the upper-tier soldiers make it worthless to snipe at them until they waste their evasion. Instead, open with a Nikita and see how well they dodge that! That noise starts to bring everyone forward, but that is when you can start using your traditional ranged weapons.

HOLD THE STAIRS!

Have Snake hold the stairs during this fight; the ACUA troops won't be able to get past him and disrupt outgoing sniper fire, and Snake has the health to survive these fiends. Also, being on the stairs means that they cannot circle him or attack him en masse!

Meanwhile, the fools expose their flanks if you position Teliko at a perpendicular angle to the major fighting.

Don't try to equip many items on Snake once the fighting starts; enemy close combatants love to break gear with their attacks, and the wasted time is rather "Costly."

One of the finest joys in the game is ready for you when the mission is complete: MGS3 Packs are now for sale at the Card Shop! Grab 10 of them right now and start to build your collection to its greatest heights. There are several new weapons in the MGS3 series that truly complement the strategy of your characters. There are rifles with sniper ammo, a perfect supplement to a sniper's set; and several assault rifles that can stop enemies with high-end equipment. The Stoner M-63 may not be as accurate as you like, but its ability to shred enemies with Evade is worth its weight in gold.

STAGE 12 (SECOND ASSAULT)

OUTSIDE FAR

Active Guards: 5 Soldiers, 4 Armed Cameras
Card Packs: None New
Special Items: None New
Suggested Cards/Deck: 5.56 Assault Weapons, 7.62 Sniping Weapons, Cost Reducers, advanced movement cards

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
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STAGE 11A
STAGE 12
STAGE 13
STAGE 13 (IN THE DARK)
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

FAR OUTER COMPOUND

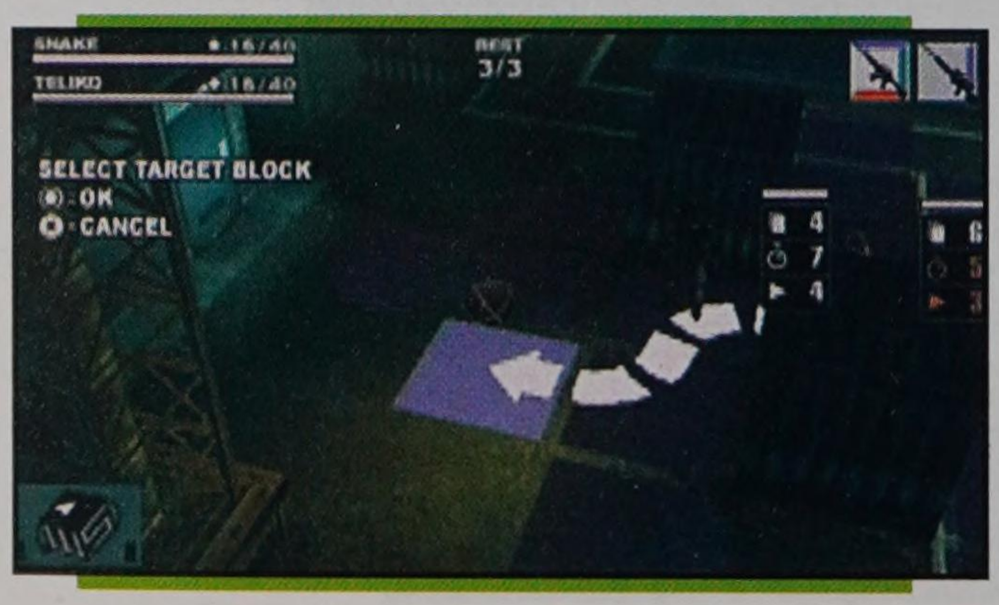
The compound outside of FAR is much as you left it, though this mission starts from the eastern side. That makes it important to get in motion quickly, else the nearby guard in the southeast will see your characters. Get weapons equipped immediately and bring down that guard with a rear attack.

Glide west with both characters and ignore the northern soldier—he has no bearing on this mission and is harmless unless you stand between the trucks, where he can see you. Hide at the house to the west and wait for the two soldiers beyond to look away, then jump out and take them down with weapon fire.

After that, look at the crates north of the road. There are two crates, and the entrance to FAR that you need is hidden two blocks north of the western crate. Move both characters over there to complete the mission and receive a health bonus of points.

IT WAS WORTH A TRY

Sadly, a frontal assault on FAR is not an option. Taking a character over to the bottleneck in the north gets Roger to call and remind that person what we're trying to accomplish here. Too bad—might be a pretty cool fight! Then again, there is probably a great deal of action coming in the next stage.



TALK ABOUT SPEED

The new distance cards that are starting to flood the market, many coming from the new MGS3 set, enable some pretty exciting moves. Anyone wanting to complete this mission without bloodshed should load up on Stealth and as much movement and Cost Reduction as possible. With many cards offering five or six blocks of movement at nominal Cost, it is much easier to cover great distances without losing Stealth.

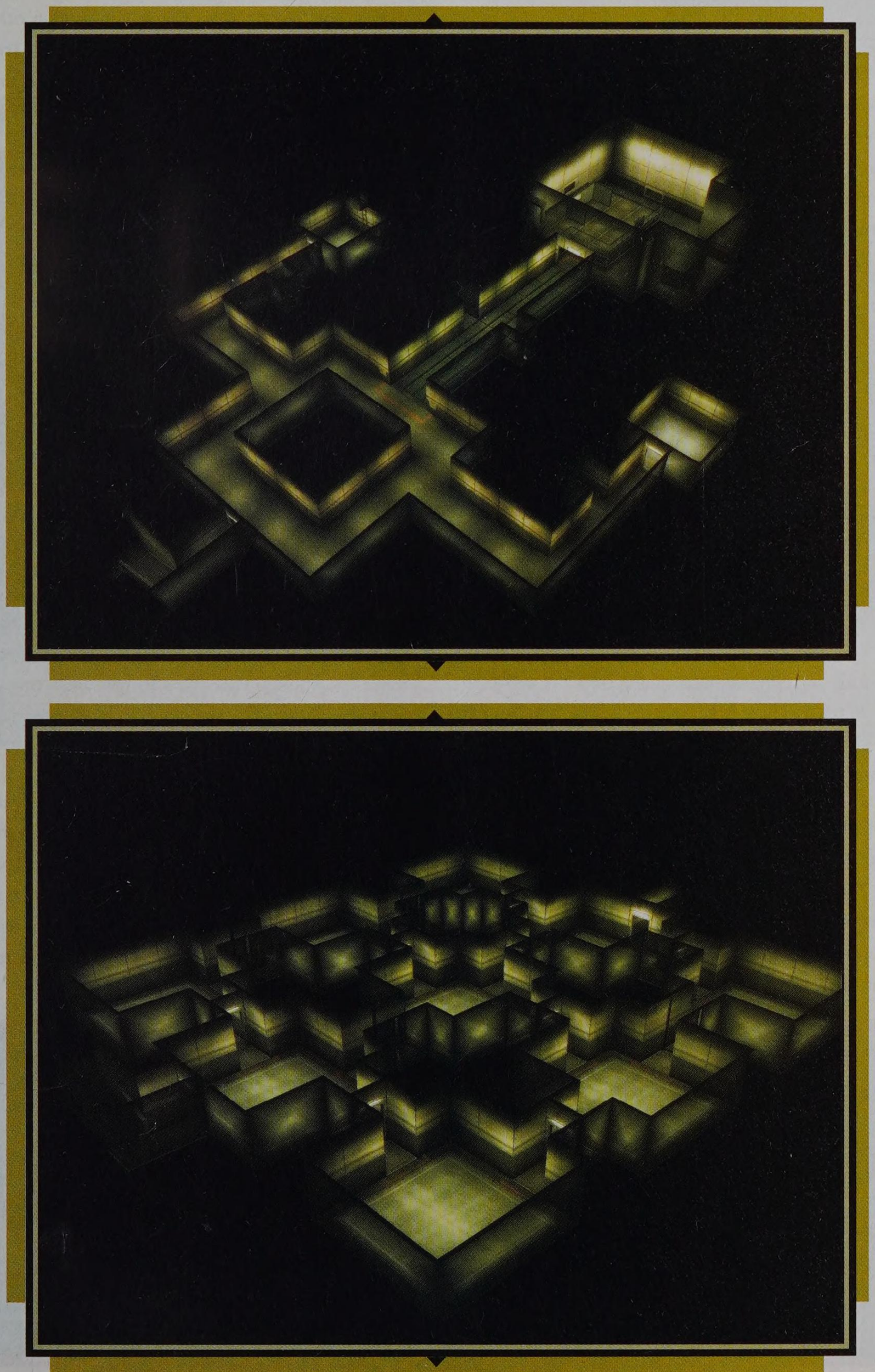
Use that speed to rush south and under the first guard, then stay close to the bottom of the map while moving across. Both of the western guards head north as you approach, which is certainly to your benefit; stay away from them and use the cargo containers for cover. Sneak around the western side of those crates, and leap up to the hidden spot two points above the second crates as soon as possible.

This is a very easy and repeatable S-Rank victory (with special conditions). Use that to gain mission points and buy extra MGS3 Packs!

STAGE 14

B1F
Active Guards: 1 Soldier, 2 Robot Sentries, 8 Armed Cameras
Card Packs: MGS1 * 1, MGS2 * 1
Special Items: None
Suggested Cards/Deck: 7.62 Weapons, 5.56 Weapons, Guided Missile * 1, Stingers, movement cards, Cost Reducers

B2F
Active Guards: 4 Soldiers, 2 Armed Cameras
Card Packs: MGS1 * 3, MGS2 * 1, Chronicle * 1, MGS3 * 1
Special Items: None
Suggested Cards/Deck: N/A



STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
STAGE 05
STAGE 03A (REVISITED)
STAGE 06
STAGE 07
STAGE 07 (WITH SPITE)
STAGE 03B
STAGE 08
STAGE 04B
STAGE 09 (INCURSION)
STAGE 09 (TO THE TOP)
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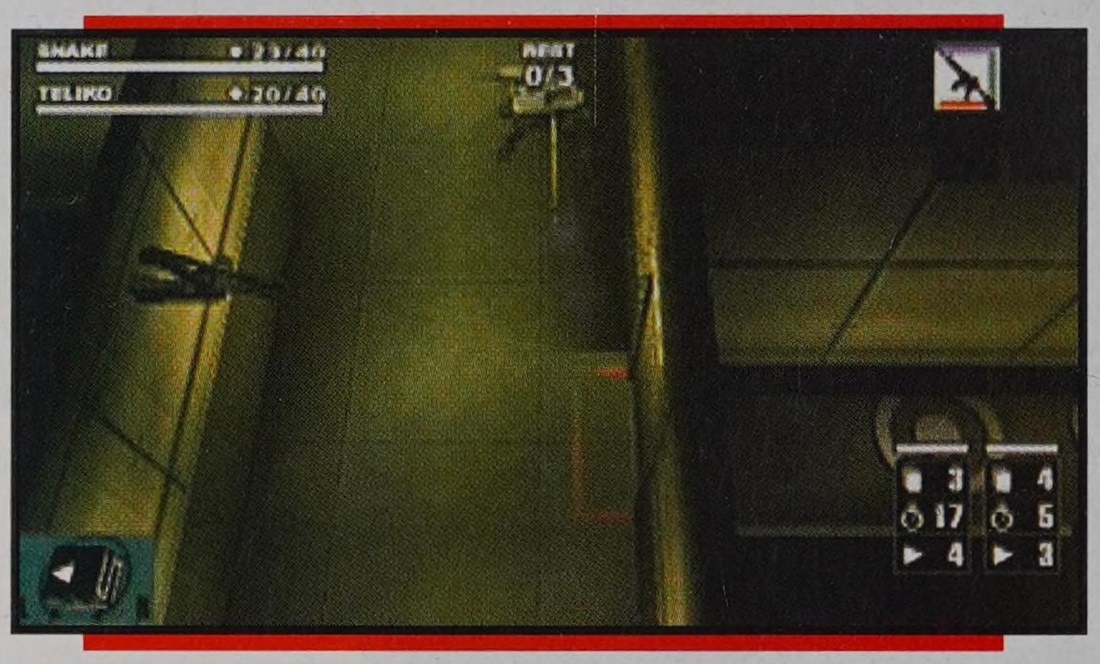
STAGE 14-4

FIRST SUB FLOOR

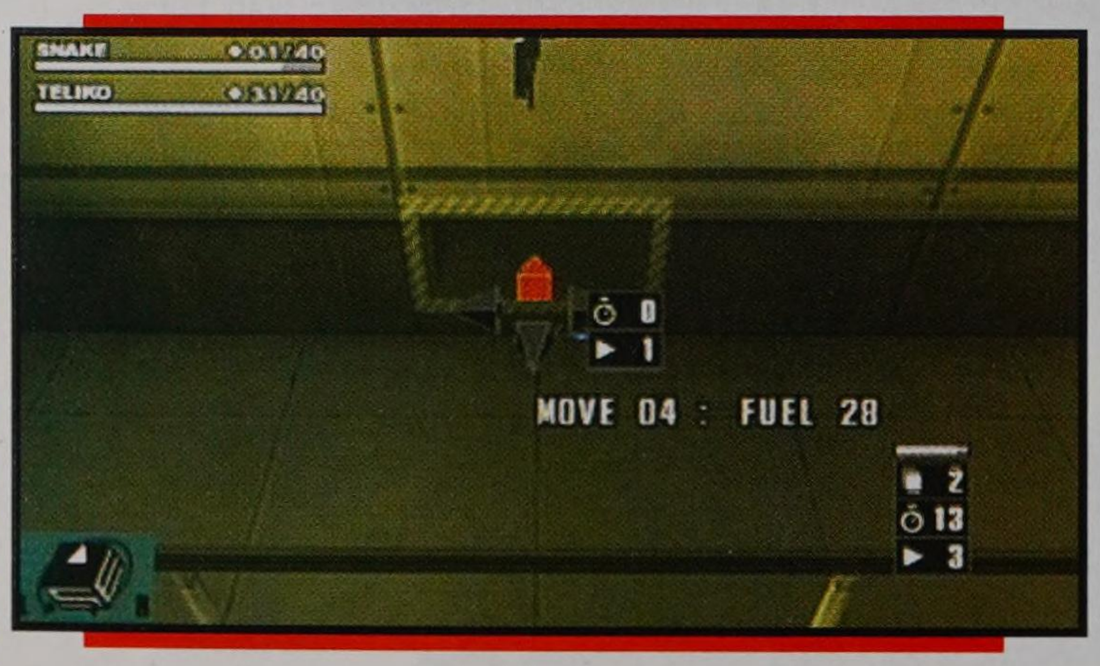
Walk south while configuring your characters as you enter this floor. There are many mechanical targets, so a decent supply of Stingers will come in handy. Shoot the armed camera ahead of you, then turn the corner and scan to see the next camera and sentry. Advance east at the lower part of the corridor and stay just outside of the camera's range. From there you can Stinger the sentry without problem.

Shoot the camera afterward and split up; have your Guided Missile character take the northern side, and have your other person go south. The southern person can Stinger the next sentry there and then shoot the next two cameras while bending east around the central divide. That person then moves into the eastern passage, destroys the last camera on that end, and proceeds toward the northern door.



Meanwhile, your first character should stand on the area just in front of the electric grid—stay on the right block of the two available. Snipe or use a missile to bring down the camera that watches the grid, then wait for your Guided Missile to become available. Use that, but be very careful; this is a long and difficult flight.

Take the missile all the way over the grid and up through the next room. Hug the northern wall and move east, directly under the camera there. Turn into the air duct and follow that up and around until the missile enters the room from the western duct. Turn south and destroy the grey metal substation there. This disables the electric grid!



By now, your eastern character should be ready at the northeastern doorway. Open in and sneak to the flank of the guard there. Attack from his side, because the lucky bum has a Back Evade equipped already. Tear him to pieces at point-blank, and then steal the MGS2 Pack he was guarding. Return to the locked door in the south when you are done.

Your missile wielder has a simple job to open that special door. Run across the deactivated grid and shoot the two cameras in the northern room—there is a pack of MGS1 cards on the right side if you want them. Climb the ladder on the left side of the room and walk to the console up there. This opens the locked door and leaves it open. Climb back down and leave the mission area through that door with both characters.

SECOND SUB FLOOR

This map is a bit of a treasure hunt. There are six packs of cards to collect while moving through, and it won't take long to get them all. Though there are fragile walls throughout the region, it isn't worth bringing any C3/C4 to the front, because doors get you everywhere you need to go anyway.

Walk through the east door from the starting point and shoot the camera on the far side. Open the northern door from that room and take the MGS2 Pack that is waiting for you. Prepare another weapon, then switch directions and walk west this time. A guard stands on the other side of the door, but he won't be looking at you. Ambush his flank and go for the quick kill (he drops an MGS1 Pack).

Now for the optional Chronicle Pack, and it's the toughest to get. If either character has a Stealth ready, use that before going into the next western door. Steal the Chronicle Pack and flee before the two soldiers or the camera can do anything. If you lack Stealth, pop in and snipe the camera and northern guard first, then leave and recuperate for a moment. Afterward, go back in and finish the final guard. If an alert is triggered, hide in that room to prevent the reinforcements from finding you in time to extend the alert.

Back in the center room, the north door leads up to the last tier of rooms. Kill the soldier up there for another MGS1 Pack, and search the west side for two more packs (an MGS1 and an MGS3). Open the last northern door and leave via the blue circles when you are ready. This completes the mission and gives you a chance to save and reconfigure your deck. A tougher fight approaches!

THE ADVANCING STATE OF WEAPONRY

Your team has more choices than ever before, with the flood of new cards coming into your coffers. Notice the ammo types and combinations that this makes available. The good old PSG-1 is still a fine weapon, but there are things out there that deal more damage. You can take the best of both worlds with careful choices in this matter.

Say you have a PSG-1 equipped. This sniper rifle uses 7.62 ammo and normally fires two shots and moderate damage—it's the range and accuracy that everyone falls in love with.

The trusty AKM makes these weapons even better. That rifle has terrible accuracy and damage for a 7.62 rifle, but it fires three shots. For a higher level of play, equip the PSG-1, and then load the rifle with the AKM! This gives your payload equal damage but more volleys. The AKM's lower Cost also contributes to its value in these situations.

STAGE 14-1

B3F

Active Guards: 4 Soldiers, 1 Commander

Card Packs: None

Special Items: None

Suggested Cards/Deck: 7.62 Weapon Sets, 5.56 Weapon Sets, Guided Missiles (one per character), Body Armor, movement cards, Cost Reducers

STAGE 01
STAGE 02
STAGE 03A
STAGE 04A
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STAGE 14-4

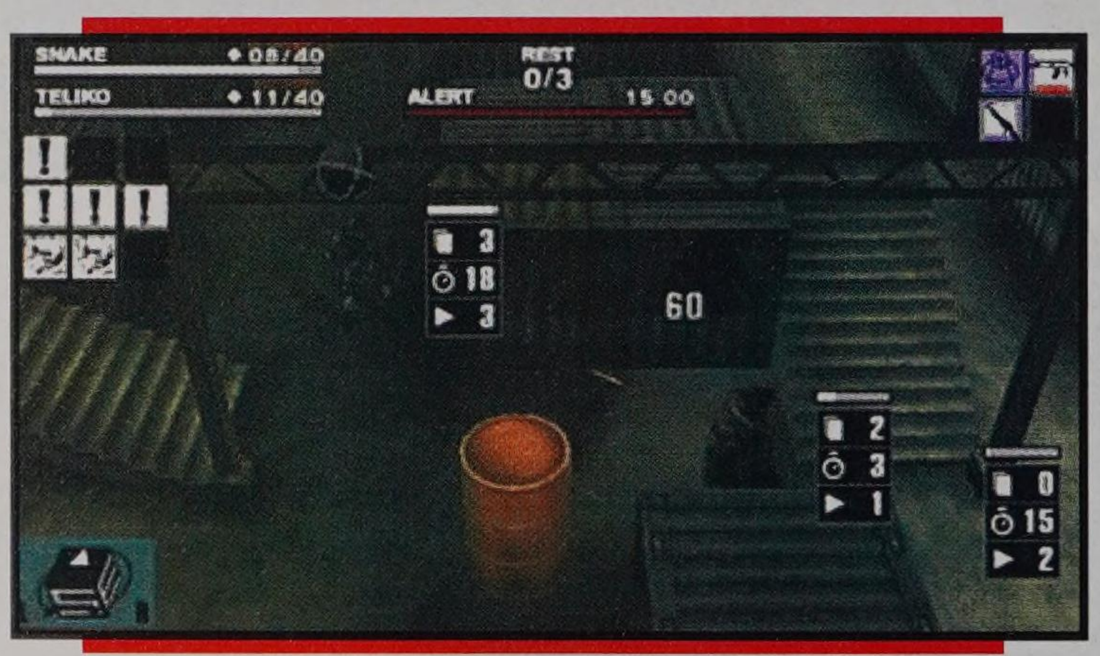
A FIERY ENCOUNTER

This is the first boss fight inside FAR, and the battle couldn't be better! Four soldiers and their commander are ready to take the fight to you from the moment you hit the ground, and the warehouse setting makes it just as enjoyable as similar fights earlier in the game.

NO REACTIONS FOR YOU

One piece of preparation is to have a character (your 5.56 weapon set character) get a Stoner M63 ready with plenty of ammo, preferably from R-5s. This weapon rules the skirmish because it inflicts fair damage while suppressing enemy reactions! The commander has a full spread of counterattacks and defenses, so the Stoner almost equals his demise before the first shot is fired.

Second, have each character carry a Guided Missile or Nikita. Used from two or three spaces away, these weapons are ensured a deadly hit against the commander. These are especially useful if they come up early on, when the soldiers are standing close enough to suffer when the commander is struck. This has the distinct advantage of burning the boss *and* causing him damage over time—given that he has 1,500 health, every bit of damage counts.



Don't worry about Grenades or Mines. These have too much setup time, and your enemies move tightly in this map, often accruing low Cost and avoiding simple traps because of that.

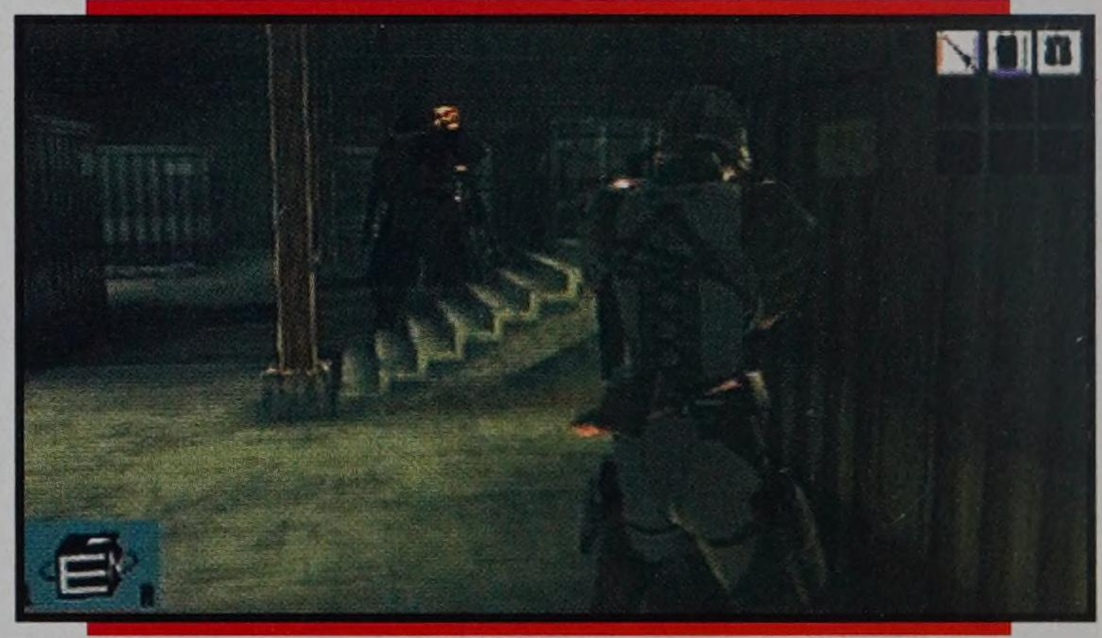
Start off by splitting up and running one character east and one west. Have one of your people knock to draw the enemies that way and expose their rear to whoever is better armed in your pair (based on their early hand). Use area-of-effect attacks, when available, to hit the commander and his main group of soldiers. Your decoy character should focus instead on the southern guard, who stands alone at the beginning of the fight, and comes quickly to engage but won't have any support.

Once the plebes are dispatched and only their boss remains, keep your characters mobile and rely on Cost Reducers to hit and run against the commander. This means that he'll take damage and still have to move to engage during each round of combat, accruing Cost and lowering his ability to deal damage. Save your better movement cards for times when the boss is approaching for melee; it's best to avoid this, because he inflicts high damage at low Cost.

HE SET HIMSELF ON FIRE FOR YOU

Once the commander is happily burning (from a blown barrel or a missile impact), he can set you on fire by drawing near. Try to keep him from getting into close quarters with any of your characters. If this can't be avoided, have a Ration ready and use your next turn to get that distance and keep yourself at full health.

When the commander drops, the battle is over. There are only a few more obstacles before all the secrets of Pythagoras are revealed!



STAGE 14-2

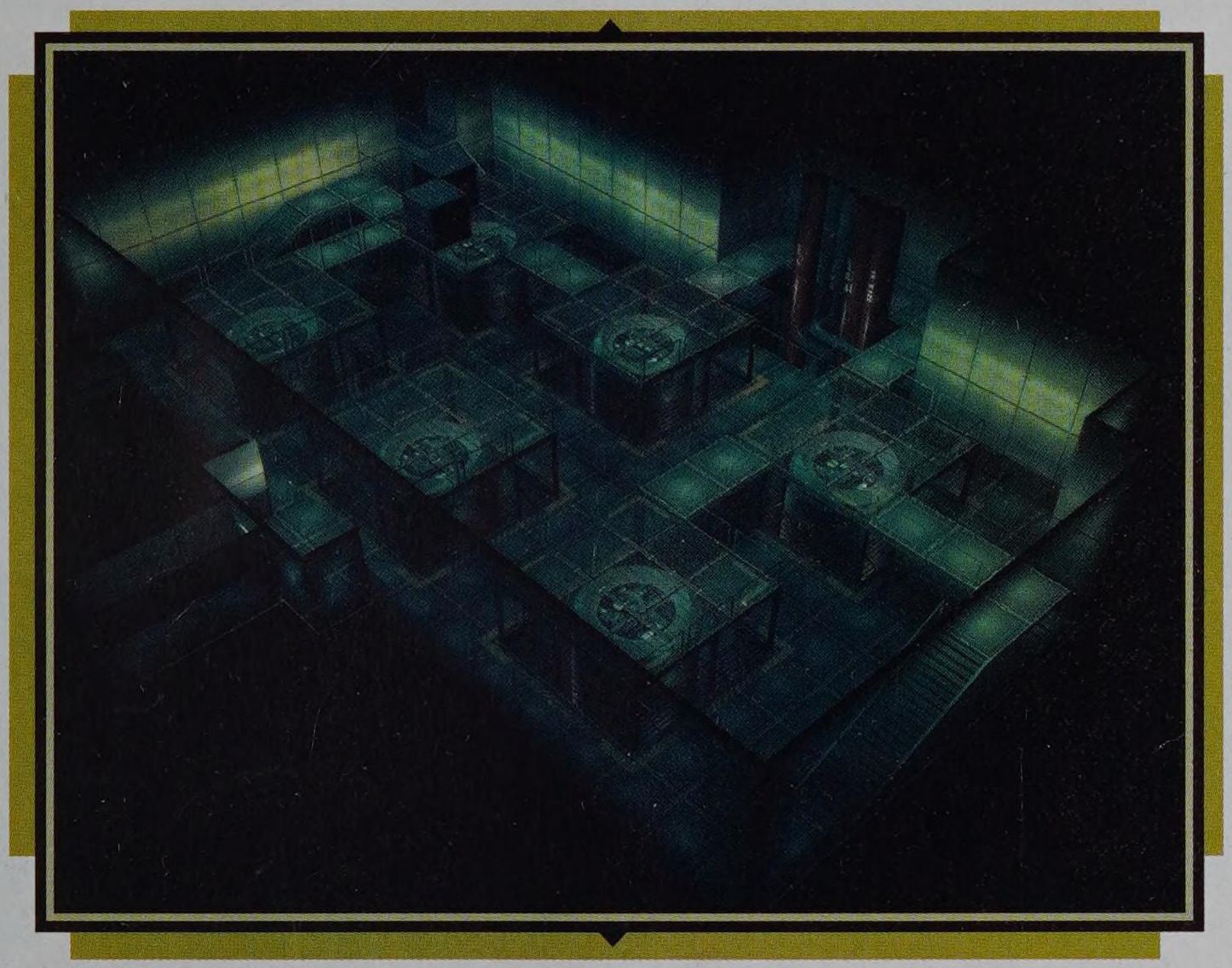
B4F

Active Guards: 4 Soldiers

Card Packs: None

Special Items: None

Suggested Cards/Deck: 7.62 Weapon Sets, 5.56 Weapon Sets, movement cards, Cost Reducers



THE FREEBIE LEVEL

This is the map for everyone who wants to relax and take a short break from the late game's boss fights and tough encounters. There are four soldiers out on this two-tier area. Two of the guards are on top of the walkways, and two are on the bottom floor. Your only task is to move across the upper tier, going east, and kill everything on your way down to the lower floor. It's easy as pie, and the mission points roll in when you score that perfect S-Rank.

This won't take very long. Advance with movement cards and slip behind the first guard to the east—scan ahead to see where he is. Look behind the pipes on a small northern lip and come up on that soldier's flank if you get there in time. Otherwise, snipe him from a distance if he starts to move around.

Walk east from there and prepare weapons for each person. Use long range on the second walkway guard; he is southeast from the first target, and he isn't watching your approach very well. The soldier on the ground floor is also close by, but he can't see anything that is going on above him. After the walkway guard drops, slip onto the eastern stairs and snipe the lower troop from there.

With little to impede you, there is an open walk from the base of the stairs to the blue circle in the mid-south. A lone guard walks back and forth in that direction, but he has neither the line of sight nor health to stand up to both of your characters. Beyond that, no one is left, so you can use any weapon at all to bring him down.

STAGE 01
STAGE 02
STAGE 03A
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STAGE 14-3
STAGE 14-4

STAGE 14-3

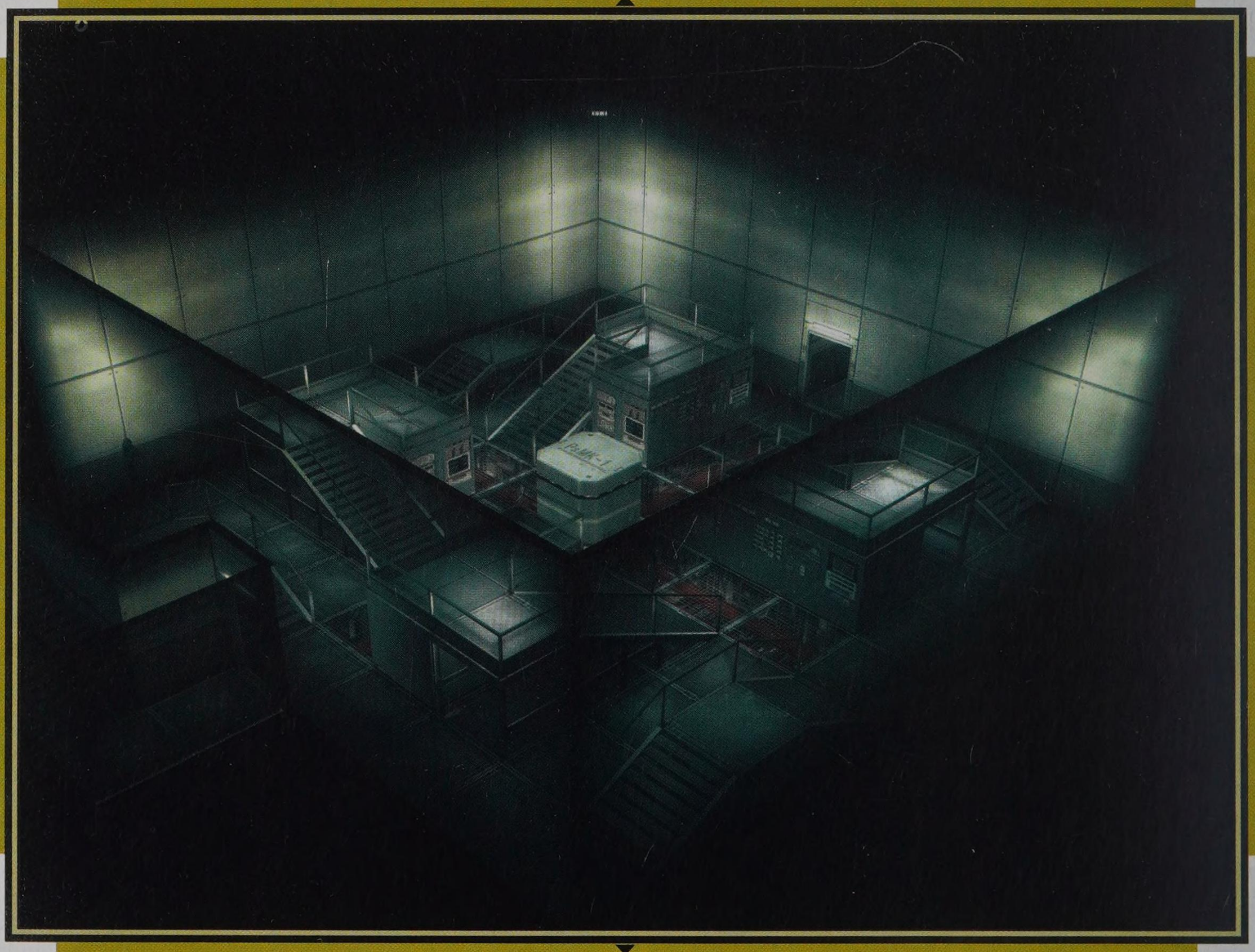
B5F

Active Guards: Boss

Card Packs: None

Special Items: None

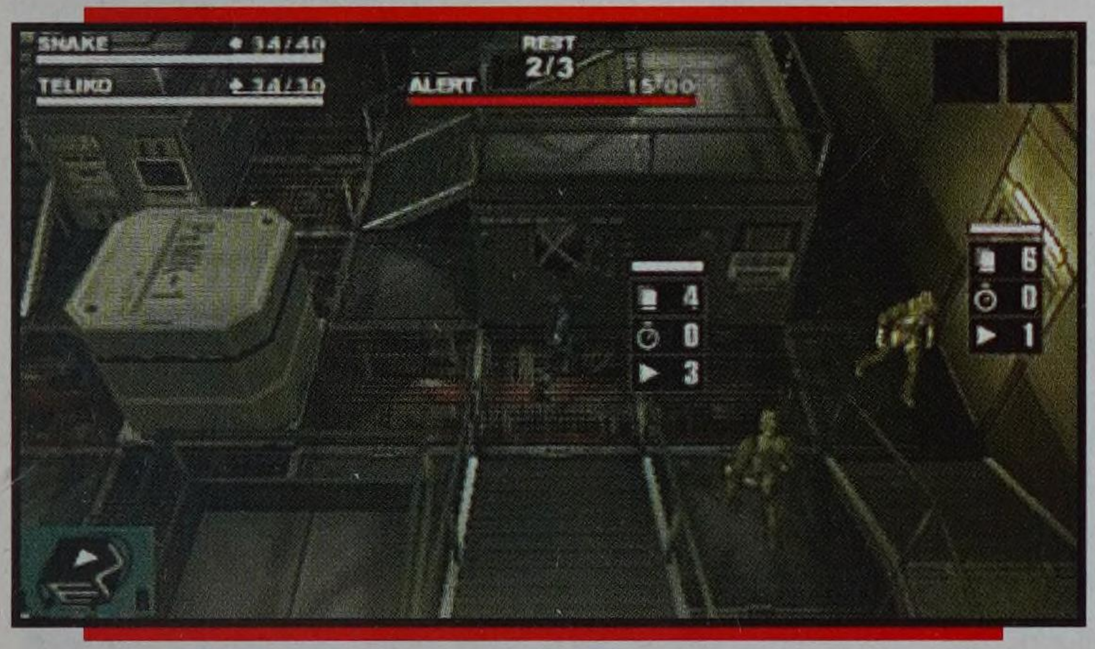
Suggested Cards/Deck: 7.62 Weapon Sets, 5.56 Weapon Sets, M15 Grenades, movement cards, Cost Reducers, Rations * 2, Styptic * 1 (for Snake), Body Armor



SEEING DOUBLE

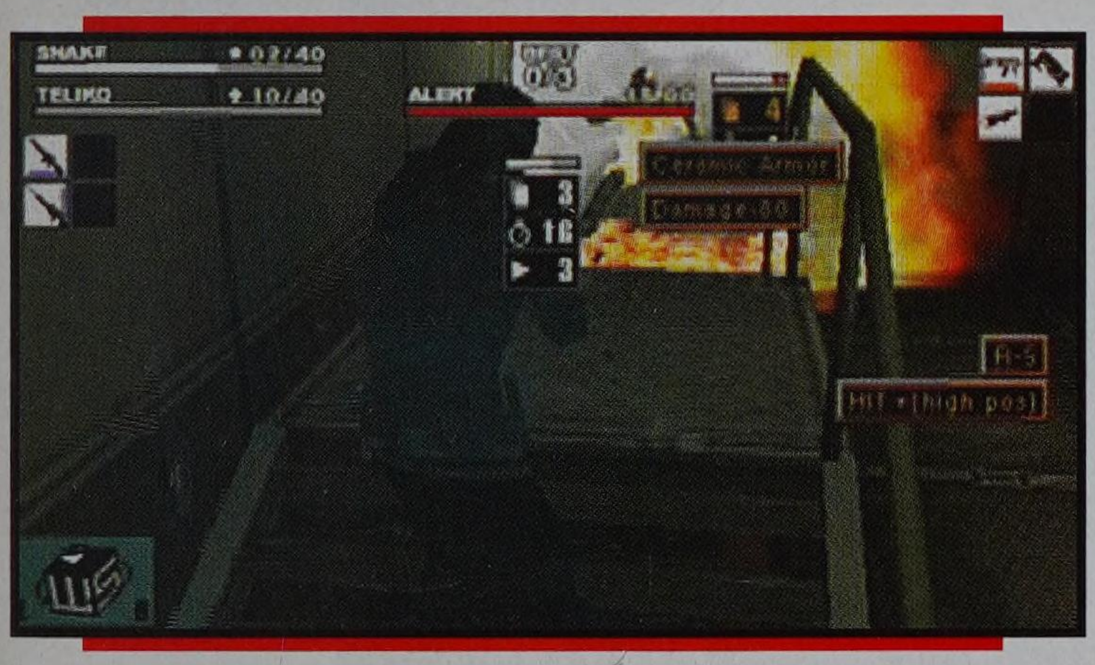
This is a more challenging boss fight, and its first few turns will seem worse than anything. Yet, the skirmish gets much easier if you make it through the first chaotic moments.

The problem here is that Snake has to stand alone for a short time. He takes fire from two targets, and the only option is to attack the boss without responding to the second attacker. Also, the boss is visually hard to distinguish from your trusted ally. To keep from harming Teliko, you have no choice but to scan over your targets before attacking and see which foe has the proper health. Teliko starts with 400, the boss begins with 800!

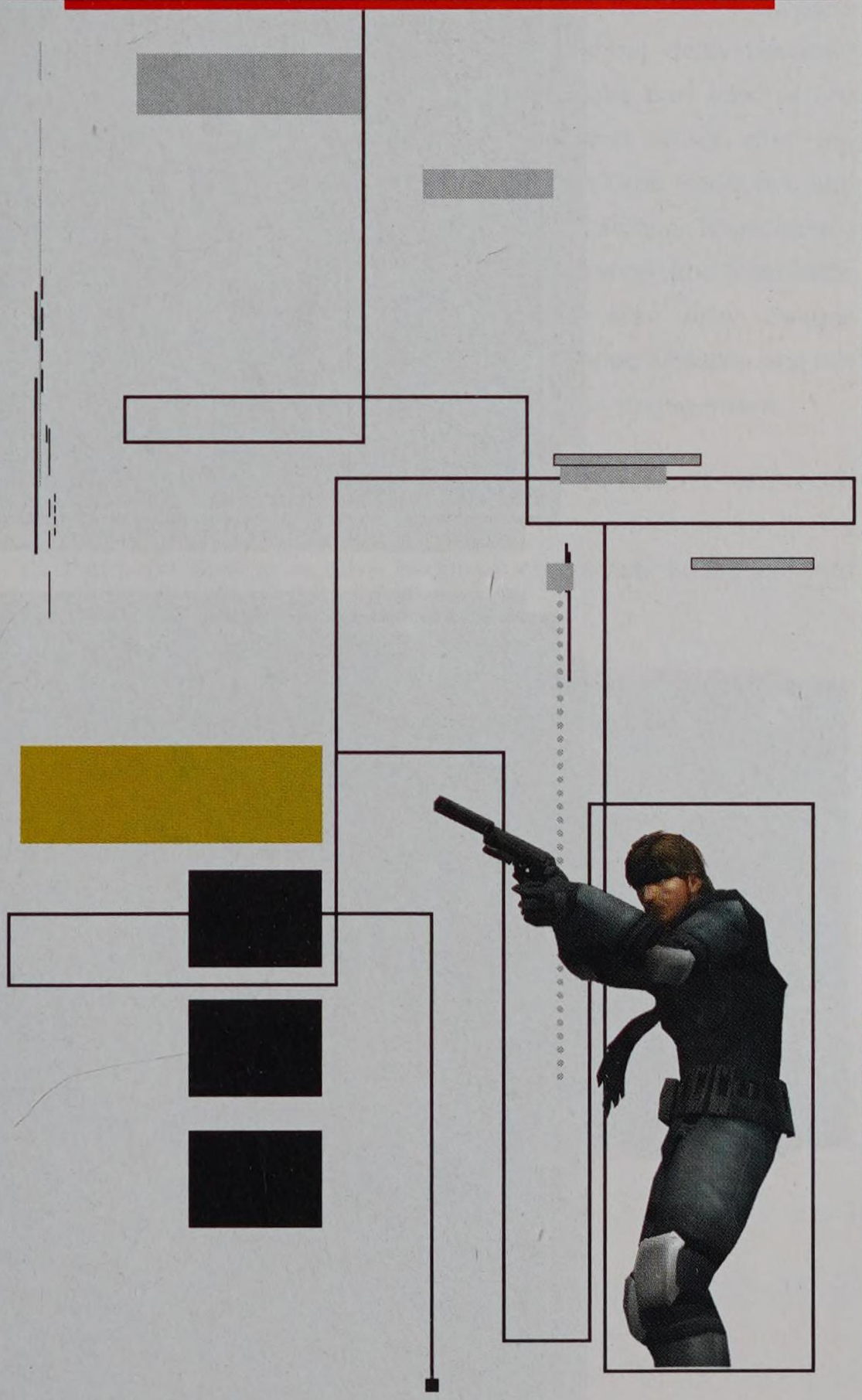


Gain distance during the early turns and try to equip your armor and weapons on the fly. Use Cost Reducers to help with this, and don't worry about dealing too much damage yet—just take a shot when you can. At times when you aren't lining up a target, turn around to face behind you; it's very common for Snake to get attacked from the rear seeing as there are two foes. Try to anticipate the direction of your next attack and reduce some of the incoming damage by looking into it.

The more advanced M15 Grenades are very useful in this mission because of their incendiary properties. Use them on the boss as soon as she makes the mistake of accruing more than eight Cost before you get your turn. It may even be worth shooting an M15 to set her on fire, but the high Cost of this double action is particularly rough in this battle.



After several uses of the boss' Flash Grenades, she'll lose her focus and you regain control of the battle. With two characters back in action, everything starts to come together rapidly. Use the Stoner M63 to keep piling damage onto your target while your alternate character heaps Grenades or sniping attacks on as well. With low health (for a boss), this enemy cannot survive for more than a couple rounds under these circumstances.



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STAGE 14-3
STAGE 14-4

STAGE 14-4

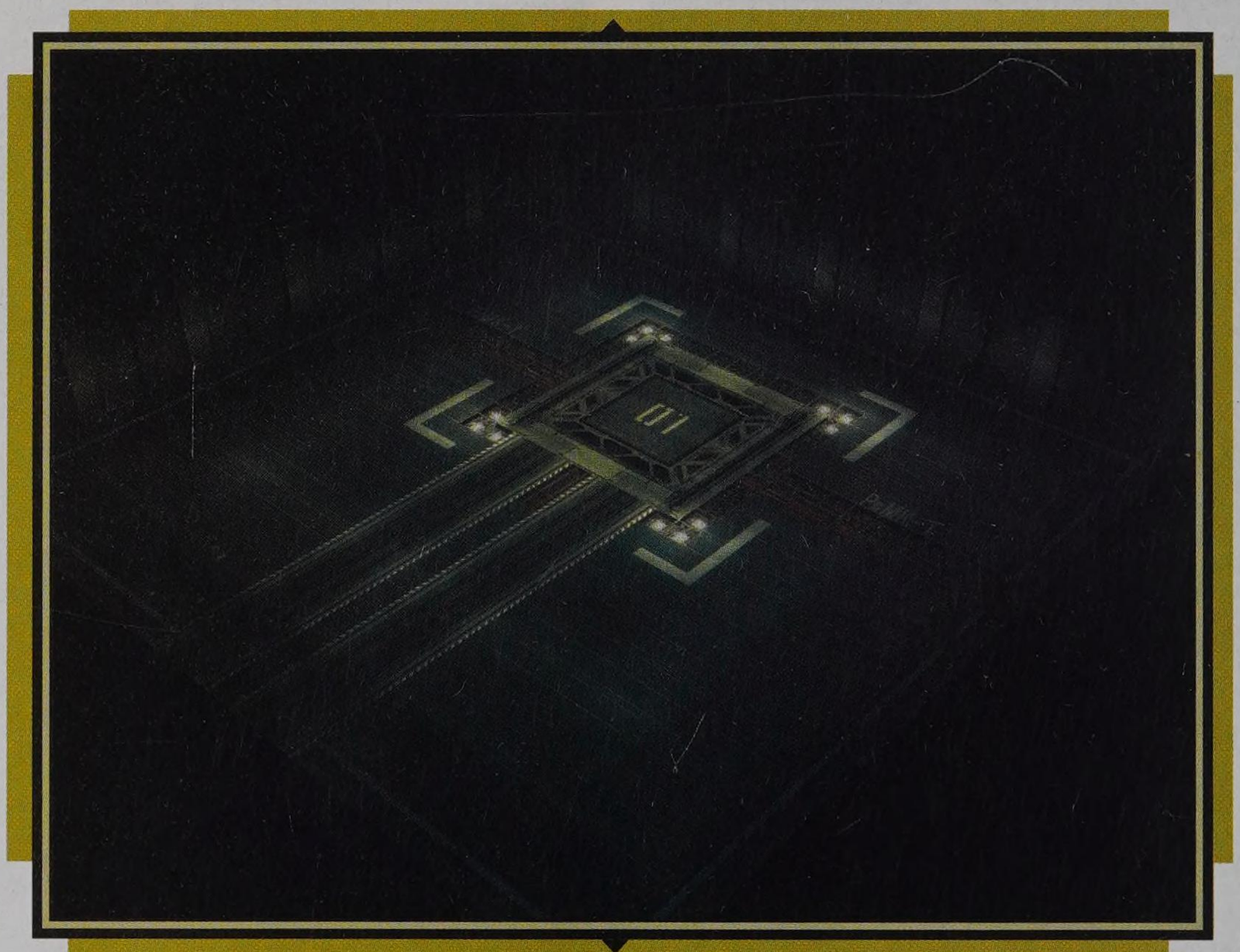
FAR ?

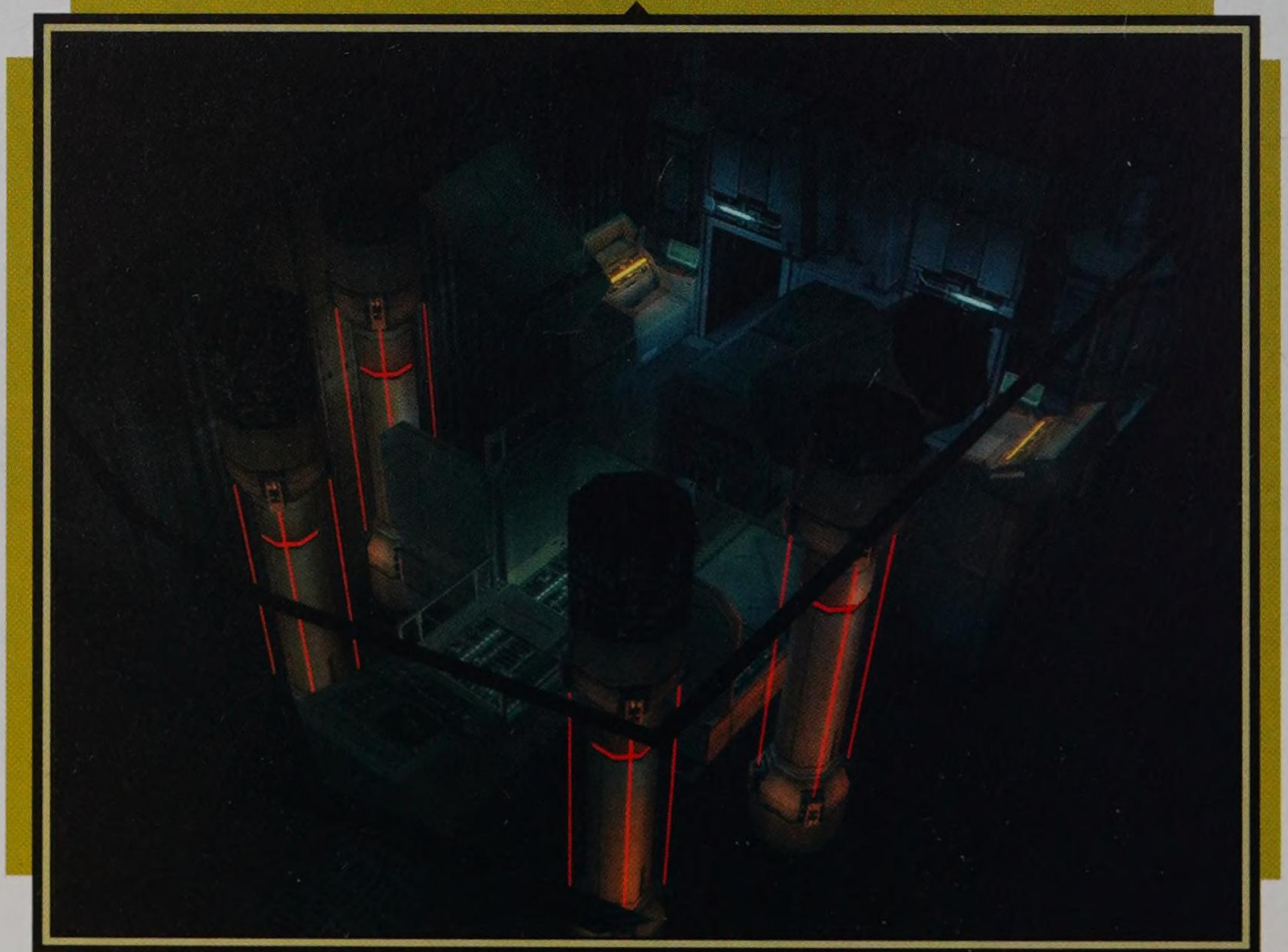
Active Guards: Boss, Infinite Robotic Sentries

Card Packs: None

Special Items: None

Suggested Cards/Deck: Stinger Missiles (as many as possible for both characters). For Snake: PSG-1s, AKMs, Running Man, high movement cards, Cost Reducers, Rations, Scope. For Teliko: Chaff Grenades, Ally Cost Reducers (all types, as many as possible), Rations





THE FINAL CONFRONTATION

The battle against your final foe is a long one, but it can be greatly improved with the right tools. Ahead of time, give Snake a deck with sniper weaponry, Cost Reducers, and plenty of movement. His part in the fight is to take on the last machine directly. With enough movement, he can effectively avoid damage for the entire fight!

Teliko is placed in a side chamber. Her role is to survive the sentries that continually come to attack her there, while she uses Ally Cost Reducers at critical moments to substantially boost Snake's ability to deal burst damage without Cost.

WHAT TO DO WITH TELIKO

Teliko's room is a small one, and she has few options. Stay at its southern end, where you are far from the robot sentries that spawn. Have her use Chaff Grenades and Stinger Missiles to disable or destroy the sentries as they approach, but note that this isn't a primary goal. The robots continue to come until the battle is over, and killing one simply spawns a new droid. That is why Chaff Grenades and delaying tactics, like making them come to you, are especially powerful.

Have Teliko wear Body Armor to reduce the damage she takes during the fighting. Add a Ration or two and she won't be in any danger at all. In fact, the robots are not terribly effective; they are there more to distract you than anything else!

During a later stage of the fight, when the four reactor rods rise, Teliko has the option of shooting down all four of them to stop the ultra-powerful attack being prepared in the other room. Instead, it is easier for her to use Ally Cost Reduction at these times to allow Snake freedom of movement and attack. The total Cost of this method is lower, and it allows Snake to have all sorts of fun.

Snake gets to be the big hero here, and he'll want to be fast on his feet to make it look good. Approach the boss and stay just off to its side; there is a point defense beam that fires directly in front of the machine if Snake is unlucky enough to stand there. When at rest, the machine cannot be hurt, but it soon goes into attack mode.

This form of the boss has twin missile arms that shoot spreads of four missiles each. There is a substantial delay between the arming phase and the attack, and Snake can spot where the missiles are going to land. Use your first attack after the machine arms to reach safety, then stick to Cost Reducers and ranged weapons to attack the arms directly. Stinger Missiles are the best cards for this, because of their range and infallibility. However, using your sniper weaponry is wise *after* Stinger supplies are depleted. Grenades and the Guided Missiles are not useful here and should not be brought to the engagement.

Each of the missile arms has 500 health, so it won't take more than a few Stingers and some weapon fire to destroy each. Try to focus on one at a time because completely losing an arm reduces the foe's missile count.

STAGE 01
STAGE 02
STAGE 03A
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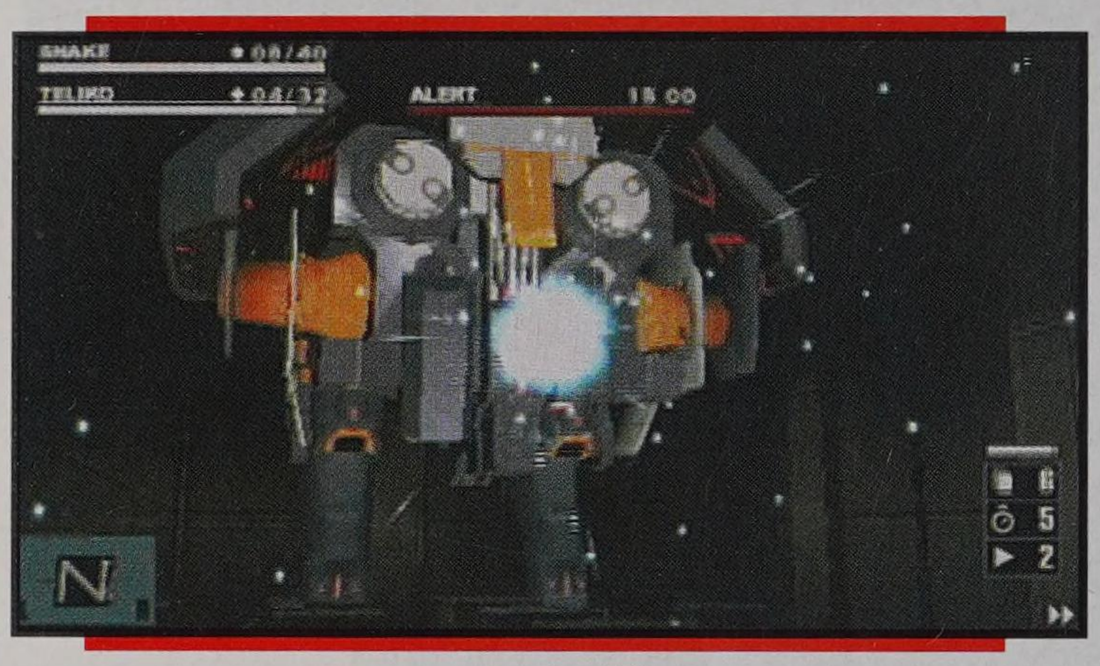
STAGE 12 (SECOND ASSAULT)
STAGE 14
STAGE 14-1
STAGE 14-2
STAGE 14-3
STAGE 14-4

When the second arm is destroyed, the boss goes into a quiet period for a time while positioning itself. Stay away from the machine to keep from being stepped on—do not go near the edges of the map or the direct center—stay between these extremes. Let the machine get a position across from you. That is where it transforms into a direct-fire mode, and that is also where the fun starts.

Use your best movement cards (doubly fortunate if you have a Running Man saved), and get all the way up near the machine's flank. With Cost Reduction and fine movement, this takes effectively zero Cost. Then, use your full payload of Stingers on the device's head. Teliko must bring out her Ally Cost Reducers to expand on this push!



When time grows short on the countdown to the boss' next turn, continue past it and stay on the protected flank of the machine as it prepares to fire. The massive beam inflicts grievous damage to everything in its way, but Snake will be laughing the whole time because the slow attack has missed him.

The process repeats, and it's likely that Snake can kill the boss on the second run, given that the main target has only 1,000 health. Four Stingers and a moderate burst of weapon fire are more than enough to deal that. When the boss is destroyed, the mission is fully complete. Enjoy your ending and continue collecting cards to create the ultimate deck!

14-4
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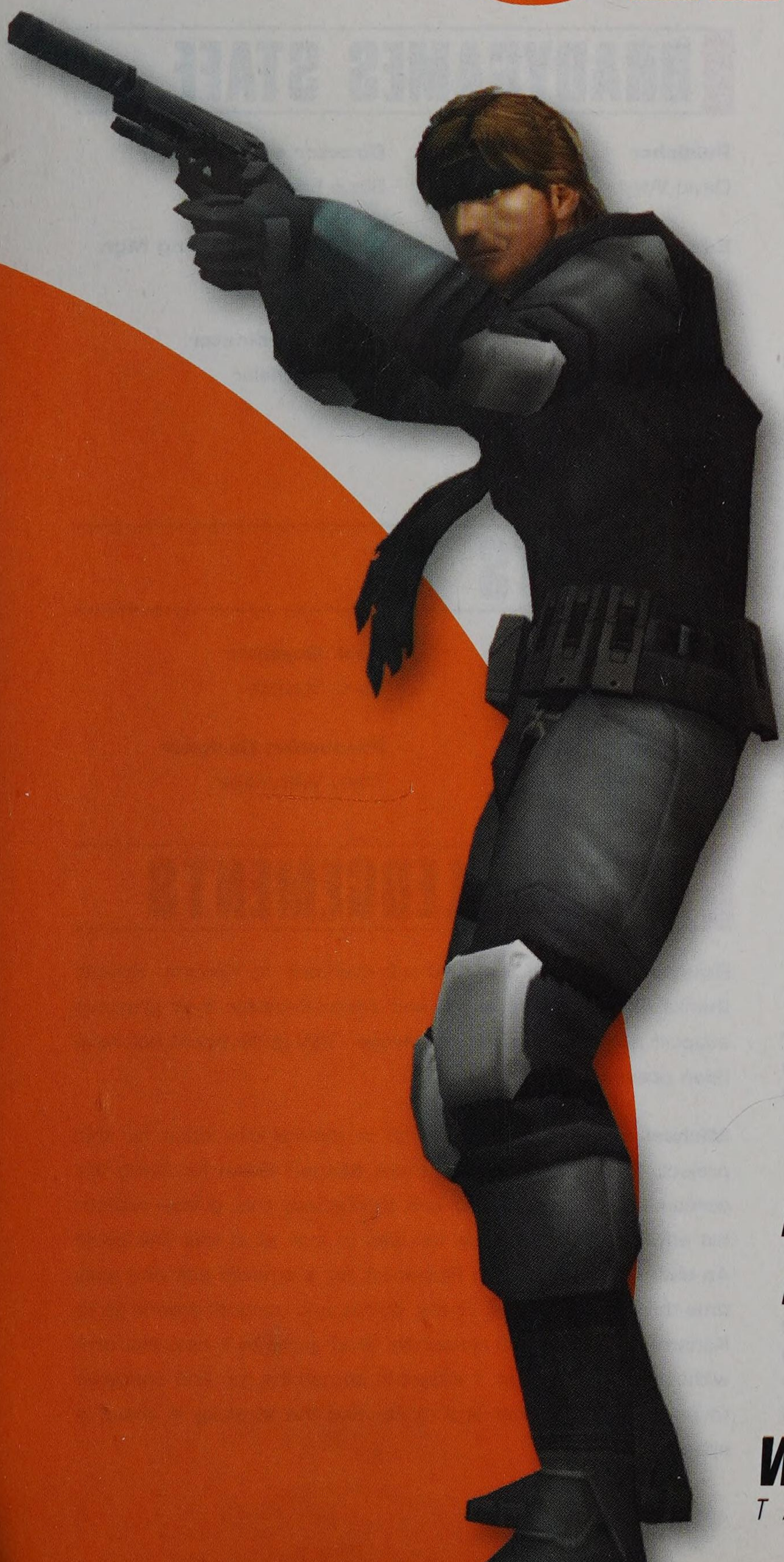

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OFFICIAL STRATEGY GUIDE

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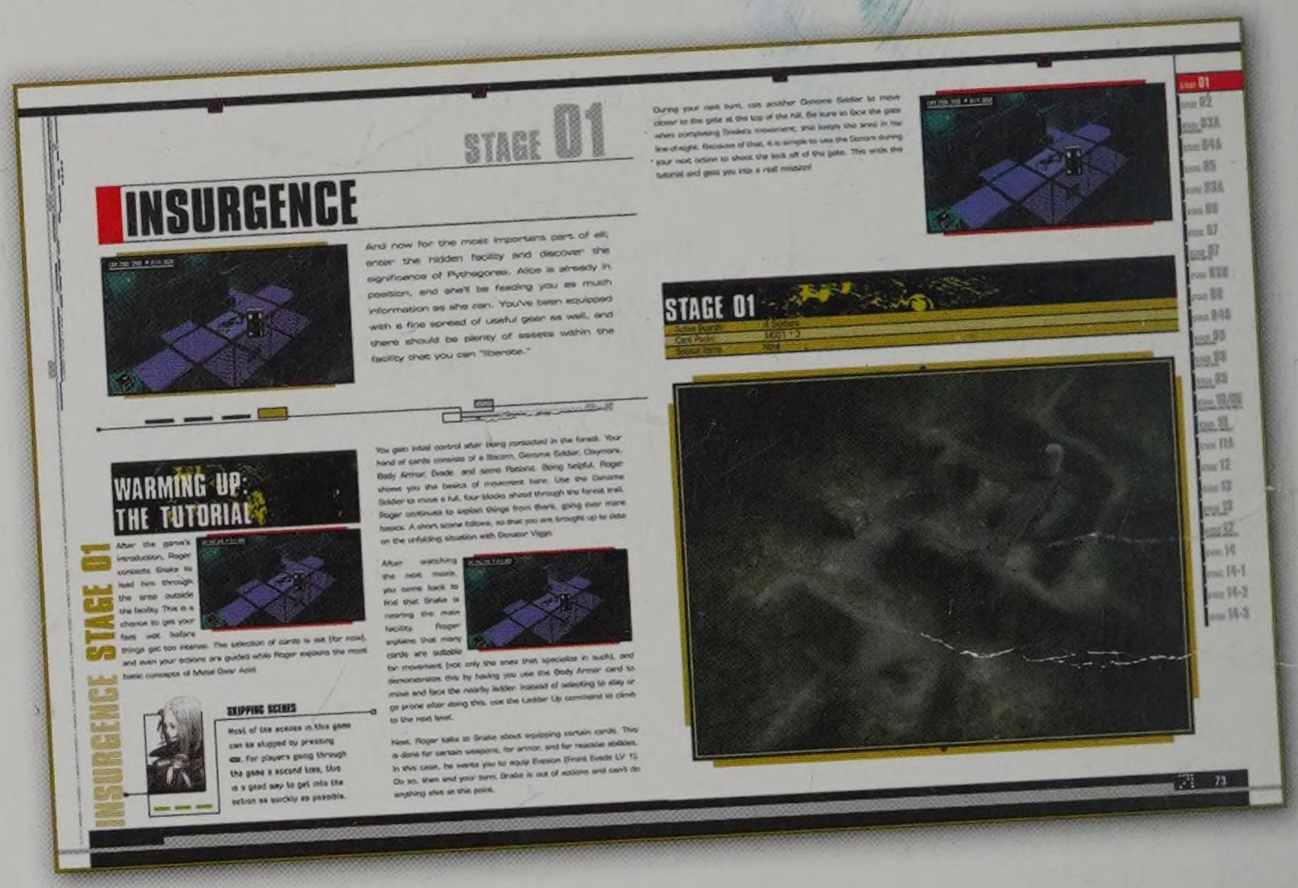

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